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TRICKY • TONY HAWK 3 • METAL GEAR SOLID 2 • JAK & DAXTER

ZIFF DAVIS MEDIA

MARCH 2002

ISSUE 54



# OFFICIAL U.S. PlayStation MAGAZINE

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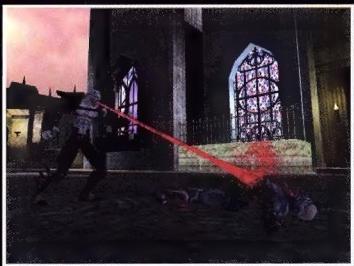
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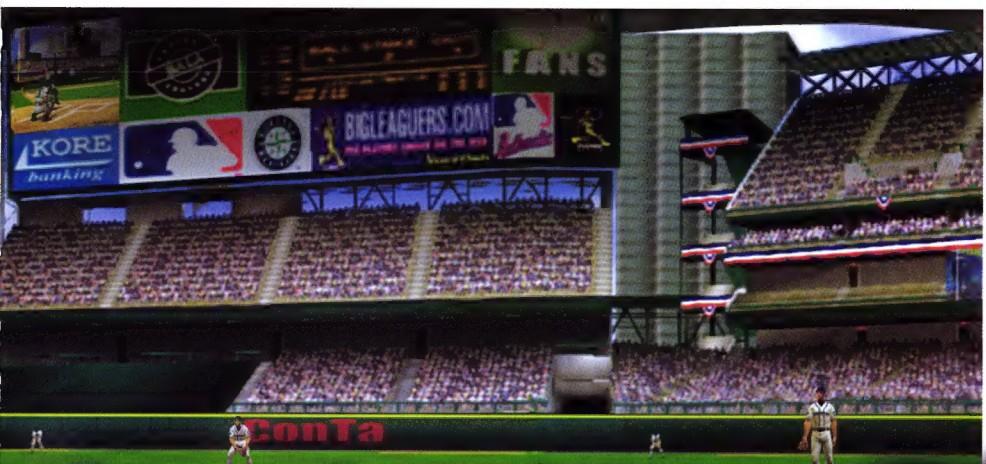
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**"High Heat (PS2) has risen above and is now  
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— Official PlayStation Magazine May 2001

**"High Heat Hits Grand Slam with PS2 Debut."**

— GamePro May 2001

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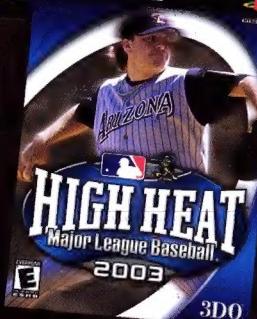
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## And the winner is...

If you were in any doubt as to the outcome of the big console war this holiday season, you'll be pleased to know that the PS2 cruised through the entire experience with flying colors. Between Thanksgiving and Christmas, Sony sold nearly 2.5 million PS2s, a figure that is more than double the number of either Xbox or GameCubes that found new homes.

This success is entirely due to the incredible library of games, and in particular Final Fantasy X, Metal Gear Solid 2 and most important of all, Grand Theft Auto III...a game that has continued to surprise us all since it was first released. The choices we were presented with in 2001 were just incredible, and trying to pinpoint a single product that deserves to be heralded "Game of the Year" is a tough job. So tough in fact, that we desperately need your help. We've produced a short list of nominees for games of the year in a number of categories and now we need you to vote for them.

Visit our Web site over the next month, [www.playstationmagazine.com](http://www.playstationmagazine.com) and vote for your favorites so we can declare a winner a couple of months from now.



John Davison  
Editor in Chief

## About our contributors



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Zoe is a multimedia superstar. She works for us, she makes TV shows, she produces rock videos, she's an animator and illustrator, she makes very cool Web sites, and she somehow has time to play games as well. [www.zoeflower.com](http://www.zoeflower.com)

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**SHANE BETTENHAUSEN**  
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**PENNY ARCADE**  
They make us laugh. And we're betting they'll make you laugh, too. Read the Penny Arcade guys' strip for the month, then visit their Web site for even more. And don't forget to order their new book while you're at it. [www.penny-arcade.com](http://www.penny-arcade.com)

**WAYNE VINCENT**  
When not doing illustrations for Walt Disney, Pepsi or Pizza Hut, Wayne graciously helps us out by creating some off-the-wall illustrations. This month he did the "Ultimate Gaming Setup" on the P.S. page. See his stuff at [www.waynevinten.com](http://www.waynevinten.com)



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The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Content manufacturers give it to allow an AO-rated game.

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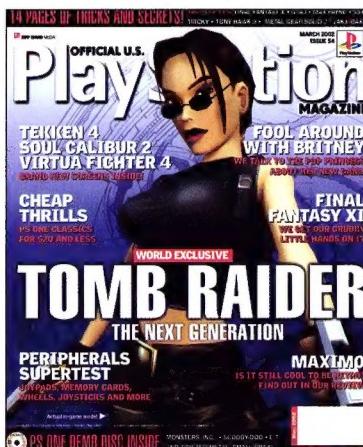
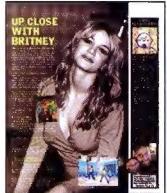


### The New Tomb Raider • 96

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## PS one

ESPN International Winter Sports 2002

Godai: Elemental Force

Dragon Rage

Godai: Elemental Force

**Batman: Vengeance**

Even non-Batman fans will feel inspired to fight crime after checking out this video clip which features the best superhero game on the PS2.

**Tony Hawk's Pro Skater 3**

Wondering why this is one of the PS2's hottest games? Wonder no more. This demo shows why it scored so high.

**Jak and Daxter: The Precursor Legacy**

We gave this platformer a five-disc rating. Now you can see for yourself why we love it so much.

## SKEWING YOUNG?

There's no question that the PS one is starting to skew younger, but that doesn't mean the varying gameplay isn't challenging. This month we bring back the PS one demo disc so you can try out a mix of games for the kid in all of us. Plus, don't forget to check out the PS2 videos! Not only do we present clips from two stellar titles (*Jak and Daxter* and *Tony Hawk 3*), but we also deliver the best superhero game on the PS2. Until Spider-Man comes out, that is.

**Sheep Raider**

If you've ever aspired to steal sheep, this is the demo for you!

**Disney's Monsters, Inc.**

Cute. Cuddly. Monsters. Somehow Disney's found a way to sell it all together

**Twisted Metal: Small Brawl**

There's nothing small about the number of explosions in this brawl.

**Scooby-Doo and the Cyber Chase**

How far would you go to earn a Scooby snack? Play this demo to find out.

**E.T. The Extra-Terrestrial: Interplanetary Mission**

Ready for a headache? Try out this demo from the formerly lovable E.T.

## DISC PROBLEMS?

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## Almost FA-MAS

On screenshots and trailers for Metal Gear Solid 2, they show Snake in the tanker mission holding and firing a FA-MAS weapon. However, I can't seem to find the gun in the game or manual. So why is it in previews for the game?

Mark Prosa  
[prosia101@hotmail.com](mailto:prosia101@hotmail.com)



Our pals at *Electronic Gaming Monthly* were wondering the same thing, so they put the question directly to MGS2 director Hideo Kojima. Here's what he had to say: "The game was first developed with the FA-MAS, but we turned it into the M4 to be consistent with the story. [Graphics Supervisor] Yoji Shinkawa and others who know a lot about guns begged us to drop the FA-MAS. Many people who saw the early trailer have said that the gun should not be a FA-MAS as well. We had to drop all the polygon models and character motions involving the FA-MAS as a result. What a waste!" For more nifty insights from Kojima, be sure to check out *EGM*'s February issue.

## Naughty Dog!

When I was roaming through this glorious magazine (issue #2), I saw the feature on Jak and Daxter. I looked at the pictures, and one of the developers—I think Andy Gavin—was holding a sign that said "Beware of Naughty Dog" [page 114]. I think it should say, "Be Aware of Naughty Dog" because their dog is sniffing Andy's crotch [page 113]. Now that's a sign of a good developer!

Adam McDaniel  
[kirkmcDaniel111@msn.com](mailto:kirkmcDaniel111@msn.com)



## QUESTION OF THE MONTH

Last month we asked what you'd like to see in a PS2 Lara Croft game. Next month, tell us which fighting-game franchise you're looking forward to. E-mail us at [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com). Mark your notes FIGHT GAME.

What would we like to see in the PS2 Tomb Raider? Easy! Finally, a working Nuke Raider Code! (Circle, Circle, Triangle!) Well, and go easy on the block-pushing, please...

**Henning Thiel**  
Glen Rock, NJ

What would I like to see in a PS2 Lara Croft adventure? How about good graphics? Keep her cartoonish, but smooth her out a bit. Oh, and make her go undercover in a French maid outfit or something. I guess better control and game-play are important too.

"Xan"  
[xana@mindspring.com](mailto:xana@mindspring.com)



Photo: Corbis

## Letter of the Month

When I first got my PS2 with *Gran Turismo 3*, I weighed 155 pounds. I sat in front of my TV all summer, 18 hours per day, until I completed 100 percent of the game. When I finally beat the very last race and completed every little bit, I tried to get up—but I couldn't! I had to roll off the couch to go take a shower, but my clothes were stuck on tighter than an anaconda on a rhinoceros.

I went to weigh myself and I weighed 220 pounds! *Gran Turismo* made me fat! My ass alone weighs 40 pounds! If I were to fall, I'd bounce. It's hard being fat. I shouldn't be fat. I can't fit in my car now! I don't know what to do. I can't get to work! I'm ugly, too—my hair goes really long and smells a bit like peanuts. I'm sad now. How can I lose weight? With the release of *Fifa Fantasy X*, the fat will build up even more until I get so fat, I pass out from moving the little buttons on the controller! I'm going to have an aneurysm!

If I keep worrying, Ahhhh! I'm now seeing hallucinations! Purple squirrels driving little green S-2000s. Help!

**J.D. Daniel**  
[whatam\\_i\\_6132@yahoo.com](mailto:whatam_i_6132@yahoo.com)

## Chat With Us

[at www.playstationmagazine.com!](http://www.playstationmagazine.com/)

Wanna chat with us along with other like-minded gamers? Then head over to [www.playstationmagazine.com](http://www.playstationmagazine.com/), click on "Talk to the OPM Editors Online Now!" and chat it up on the message board. We frequent the board daily, so it's a great place to ask us questions—or to just chew the fat with fellow gamers. Here's what some of you have been saying about FFX's blitzball minigame:

"I never played much blitzball. No time, and didn't care too much for it. But I'm sure some of you have devoted some considerable time to it. I'm curious if anyone's got any good strategies and tips for winning at Blitzball. If so, post 'em here!"  
—OPM\_Gary

"my Blitzball strategy is to avoid it whenever possible. It's the one part of FFX I can't stand."  
—mannayz



"Press a lot of buttons, swim around, never play it again afterwards."  
—iamtheness

"I don't get why most of you all crack on Blitzball. I mean, it was cool. It may be a little out there, but all in all it is pretty cool!"  
—mannayz

"I think blitzball is very easy. At the start, everything is so hard for me, but in time I got used to it. My strategy is first to learn the Jecht Shot, then use Tidus for the mid field, because it got great number of Endurance! If you are a beginner, Note! Try to use players with great number of Endurance as right field, mid field, and left field, then use those with high attack as left back field and right back field, finally use the one with the highest catch as catcher. Suggest using tidus to start off by swimming toward the goal, then try to break as many players as you possibly can, finally when you are near the goal use Jecht shot. Note! If there is two player that's trying to tackle you, don't worry because jecht shot could paralyze those two. If you have three or more players that try to tackle you, then try to break two of them and paralyze other with the Jecht shot."

"If you don't understand all of the above then post your message, and I'll try to answer them. I bet lots people already got use to this game, and I got use to it in only one day after I know how to set up my team."  
—BH\_GKS



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—GAMER

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SNOWBOARDING  
ACTION IN GAMING.  
TRICKY  
IS MAGIC."  
JHM

"BETTER THAN  
THE ORIGINAL, THIS  
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EVERYONE'S BEEN  
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**SSX**  
**TRICKY**



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# NEED FOR SPEED HOT PURSUIT 2

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# JAK AND DAXTER

The  
PRECURSORS OF THE CAGNEY



A New License to Bling. In the latest installment of the Jak and Daxter series, Jak and Daxter must return to the streets of Sector 28 and rescue the fighting dynamite duo (the Human) and Daxter (the canine companion). Join them as they work to unify the citizens of Sector 28 and stop the nefarious Dr. Neo Cortex from taking over the city.



Violence

NAUGHTY DOG

PlayStation.2



Bob's  
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## INSIDE SPIN

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Check out the ballot for best games of 2001, then head to [www.ign.com/psone/best](http://www.ign.com/psone/best).

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We tested out a ton of joypads, wheels, arcade sticks and other peripherals. And then we ran over them with a car.

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Jonny Moseley is an Olympic star and video game coverboy. How extreme!

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The popular N64 Tu-Rok franchise is headed to the PS2.

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Our picks to star in the Final Fantasy X movie.

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### Media Roundup

Music reviews, Web sites, DVD news and reviews and much more.

# FANTASY STARS

Square's first online Final Fantasy goes into beta testing in Japan with mixed results

**F**inal Fantasy XI has finally hit Japan! Well, for a select group of gamers, that is. In early December the game went into beta testing there, and anyone lucky enough to be on the super-exclusive test list was able to go online with FFXI and experience first-hand what the rest of the country will be playing come springtime.

So far the impressions have been rather varied. Many Japanese gamers are finding it to be an incredible time-stealer, but others are claiming that by going online the game has lost a lot of what makes Final Fantasy so special. And while a lot of the negative feedback stems from the fact that the beta test is missing several vital game elements (storyline, boss battles and the all-important movie cutscenes), there seems to be an underlying feeling among many Japanese gamers that this latest Final Fantasy is geared more toward the American market. Because of the game's PC style of control and its more Western visual style, many of the Japanese gamers feel

this latest Final Fantasy installment will actually do a lot better in the U.S. than in Japan. In fact, in a poll conducted by

Japan's largest video game magazine, *Famitsu*, only 18 percent of readers said they were really looking forward to FFXI, while 30 percent had a wait-and-see attitude, leaving an astounding 52 percent stating they had no interest in it at all. Coming from a country that feeds off RPGs like Americans do on triple cheeseburgers, this kind of reaction is certainly enough to have the suits at Square sweating.

It's quite possible, though, that a lot of the folks who aren't interested in the game are turned off by the fact that FFXI requires the PS2 Hard Disc Drive (HDD) and a modem in order to be played—a costly combo. History has proven that hardware add-ons rarely ever catch on, a problem that has many retailers worried about the game's success. *Famitsu* also polled some of Japan's biggest game-



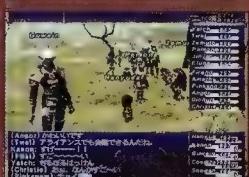
store chains to get their impressions: 35 percent said Final Fantasy XI would be a hit, 4 percent weren't sure either way, and 65 percent said it wouldn't do all that well. Retailers are also concerned about the game being an online adventure, citing the Dreamcast's relative inability to push its network—despite having a modem packaged inside the console itself.

Still, Square seems rather unfazed by any of the negative feedback Final Fantasy XI has generated so far. According to the company, it needs only 300,000 people to continually play the game in order for it to be profitable. And



## SEARCHING FOR THAT SPECIAL SOMEONE

One of the most fun aspects of FFXI is the ability to interact with anyone you happen to run across. Naturally, you can chat with these people, but exchanging items or weapons is also possible. It's important to interact with as many people as possible, as you'll want to find good players to create parties and form alliances.





while add-on hardware for consoles has never done well in the past, Square is likely banking on the fact that, well, no add-on has ever had the support of a killer app like Final Fantasy before. Square is also confident that the game's massively multiplayer style will generate communities of gamers that will help spread the word, building up a following that will grow enormously as the game catches on worldwide.

#### **Hands-On With the FFXI Beta Test**

To enter FFXI's world, you first need to install Square's PlayOnline browser along with the game onto the PS2's hard drive, after which you can play without a disc. Once that's all set, you just hop online and log onto Final Fantasy XI.

The beta starts with the option to choose your character. You're given a variety of options, including breed, sex, visual style and job (interestingly, the jobs you can choose are identical to the original NES Final Fantasy: Thief, Fighter, Monk, White Mage or Red Mage). Next, you choose which country you'd like to inhabit (Windurst, San d'Oria or Bastok). Then the game starts.

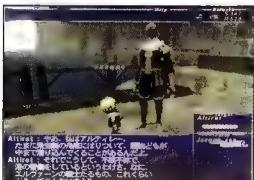
## **The world is massive. It can literally take hours to travel from one country to another.**

Although the beta doesn't have any intro movie, the final version will. You basically just start out alone in a room in a town. Even so, that room is uniquely yours, so you can return to it at any time to regen health (there's also word that you might be able to collect items and decorate your room in the final version).

Once you head into the town, you meet up with lots of non-player characters—some who are vendors, with others there to offer you tips or missions. You can then explore and fight some battles, and join up with others to fight together. Working with characters who aren't of your particular job, breed or variety is especially useful. For example, a black magician coupled with a strong fighter can be quite a lethal combi-

nation—the fighter stays close to the enemies and can strike with weaponry, while the magician lurks behind and does out damaging spells. You can form a party of six people, and up to three parties can then work together to form an alliance.

One thing that's apparent from the beta is that the world is massive. It can literally take hours to travel from one country to another. The game also is much more like a PC-style RPG than Sega's Dreamcast RPG Phantasy Star Online. Whereas in PSO you can do most things without a keyboard, in FFXI it comes much more into play. Messages to other players, of course, need to be typed, but it can also be used for commands like "wave" to a friend or "sulk" when you feel sad.



**GAMERS COM PO...**  
Now that you've seen what Final Fantasy XI looks like in action, what do you think?




**More PS one  
Street Fighting?**

Apparently so. Capcom is working on *Capcom Vs. SNK Pro* for the PS one. The game is set to release later this year.

**ZOE FLOWER**
**MY ELBOW,  
SEX AND  
VIOLENCE**

Since Lara Croft first busted onto the scene, the sexual-exploitation-

In-video-games argument has hogged the spotlight. The latest allegation: Sexual imagery in video games can lead to acts of violence toward women. During a recent radio interview, I was unexpectedly interrogated on this subject by a rabid reporter (think Agent Smith of *The Matrix*).

"There is some concern...that...these video games are contributing to...violence against women. Insert pause and smug look here...What are your thoughts on this...subject?"

Had Lara Croft herself been present, she would have dealt a swift kick in the pants to "Agent Smith," something I continue to wish I had attempted myself. Female characters receive continual criticism for their "big guns," mile-high leg kicks in short skirts and indecent naval exposure, but has anyone watched a Britney Spears or Destiny's Child video lately? Sexual innuendo and minimalist clothing styles are ditched out like candy on MTV, but give a girl a gun in a game and you're suddenly contributing to the factors that lead men to abuse women.

Maybe I could understand this argument if you're talking about the type of beatings my big brother would dole out if I used Nina to crush him in Tekken. But the point here should be that I was able to portray a strong female character who's feminine and drops a six-pack of whoop-ass on any man willing to get in the ring. Yes, female characters are often overly sexual and physically fantastical, but how else is a game designer going to demonstrate the differences between males and females in a video game without focusing on physical attributes? Games are a visual and extremely visceral medium and, no matter how much depth of character a woman may possess, sexual prowess will continue to be determined by polygon counts. Sorry, but a lithe and luscious redhead wielding nunchakus in high heels is going to scream femininity, attitude and strength more than a chubby panda bear in a trilly dress.

And when games push the envelope by developing personalities in strong female characters like Lara Croft, they're still lambasted for catering to the fantasies of young boys, instead of being applauded for offering a role model that many young women cling to as an escape. What if designers started creating characters who were all like Rose in *Metal Gear Solid 2* instead? Who wants to be a whiny girl with self-esteem issues?

Perhaps the biggest problem is that we're taught to conceal our feelings of anger or aggression. And when we express ourselves in a healthy way through video games, the *game*, not the *gamer*, is responsible for the obstreperous outburst. It's easier to blame video games for acts of violence than to look to the social or personal roots of the problem. For the record, the only occurrence of video games inciting violence against women I recall is when I threw my controller at the TV while playing SSX Tricky and it bounced back to hit me in the elbow.

You'd be surprised how much that hurts, actually.

**Zoe Flower** is a multimedia superstar. If you want to chat with her, look for her in *The Official U.S. PlayStation Magazine* forum by clicking through from our Web site, [www.playstationmagazine.com](http://www.playstationmagazine.com). Look for the user ID ZOEFLOWER. Also, check out Zoe's own Web site, [www.zoeflower.com](http://www.zoeflower.com)



# CAST YOUR VOTES

We want to know what you think are the very best games of 2001, so be sure to head on over to [www.playstationmagazine.com](http://www.playstationmagazine.com) and make your voices heard!

**PS2 GAME OF THE YEAR**

- Devil May Cry
- Final Fantasy X
- Gran Turismo 3
- Grand Theft Auto III
- Ico
- Jak and Daxter: The Precursor Legacy
- Metal Gear Solid 2
- NBA Street
- Tony Hawk's Pro Skater 3
- Twisted Metal: Black


**BEST SPORTS GAME**

- FIFA 2002
- High Heat 2002
- Madden NFL 2002
- NHL 2002
- NBA Street


**BEST MULTIPLAYER GAME**

- Baldur's Gate
- NBA Street
- Quake III Revolution
- Tony Hawk's Pro Skater 3
- Twisted Metal: Black

**PS2 Still on Fire**

Despite two new console launches, PS2 is still the best-selling system—and by a large margin. In fact, in the period between Thanksgiving and the end of December alone, Sony sold more than 2.5 million PS2s in the U.S. GameCube what? Xbox who?

**Arc Heads to PS2**


Sony is working on a new Arc the Lad for the PS2, due this year in Japan. The game will feature 3D graphics, but will have a visual style more akin to the first two 2D chapters.

**Atlas Takes Flight**


Atlas plans to bring the amazingly stylish and addictive anime flight game *Sky Gunner* (previewed in OPM 51) to the U.S. this May. We'll have a full preview next issue.

**BEST RACING GAME**

- ATV Offroad Fury
- Burnout
- Extreme G III
- F1 2002
- Gran Turismo 3


**BEST RPG**

- Baldur's Gate: Dark Alliance
- Dark Cloud
- Final Fantasy X
- Harvest Moon: Save the Homeland
- Shadow Hearts


**BEST EXTREME-SPORTS GAME**

- Dark Summit
- Dave Mirra Freestyle BMX 2
- MX 2002 feat. Ricky Carmichael
- SSX Tricky
- Tony Hawk's Pro Skater 3

**PS ONE GAME OF THE YEAR**

- Alone in the Dark
- The New Nightmare
- Board Game: Top Shop
- CastleVania Chronicles
- Dance Dance Revolution
- Dragon Warrior VII
- Fear Effect 2
- Final Fantasy Chronicles
- Madden NFL 2002
- Sayuki: Journey West
- Tony Hawk's Pro Skater 3


**BEST FIGHTING GAME**

- Bloody Roar 3
- Dynasty Warriors 3
- Guilty Gear X
- Capcom vs. SNK 2
- WWF SmackDown!...


**BEST ACTION GAME**

- Devil May Cry
- Grand Theft Auto III
- Half-Life
- Jak and Daxter: The Precursor Legacy
- Twisted Metal: Black



## FEBRUARY CALENDAR

**1 FRIDAY**

- Count of Monte Cristo starring Memento alum Guy Pearce in theaters on the same day the Logitech releases its cordless PS2 controller.

**5 TUESDAY**

- Alien creator H.R. Giger turns 62 as State of Emergency, Commandos 2, Hidden Invasion, Herdy Gerdy, Evil Twin and ESPN NBA 2Night 2002 hit stores.

**8 FRIDAY**

- Seth Green celebrates his 28th birthday, and goes to see either Rollerball or Arnie flick Collateral Damage.

**11 MONDAY**

- The lovely Mrs. Pitt, Jennifer Aniston is 33, Sheryl Crow is 39, and Burt Reynolds is 66.


**12 TUESDAY**

- Abraham Lincoln would've been 193 today and wouldn't have got Maximo, Star Wars Racer Revenge and Caesar's Palace as gifts.
- Simpsons creator Matt Groening is 48 and can celebrate by seeing either the hilarious Super Troopers or the sappy Peter Pan sequel Return to Never Land.


**17 SUNDAY**

- Jerry O'Connell turns 28, René Russo looks great for 48, Michael Jordan is 39, and the pouty Denise Richards hits 30.


**18 MONDAY**

- Dr. Dre celebrates his 37th birthday with Matt Dillon, who's 38, John Travolta, who's 48, and Yoko Ono, who's 69.

**22 FRIDAY**

- Drew Barrymore, now free of Tom Green, celebrates her 27th birthday alone. She goes to see The New Guy, then The Queen of the Damned and Dragonfly.

**24 SUNDAY**

- Apple head honcho Steve Jobs is 47 today, and Sen. Joe Lieberman is 60. Meanwhile, Billy Zane turns 36.

**26 TUESDAY**

- Pac-Man World 2 and Tron: The Grid hit stores.



All dates are correct as of press time. Any inaccuracies have nothing to do with us, although we're pretty certain the b-day dates are correct. Stop reading this now and go back to the big words, OK?



# the troublemaker

He likes it sour, sun in your eye sour,  
**MONSTER WEDGIE SOUR.**  
and THEN, all of a sudden,  
he goes SWEET ON YOU.

We wanted them to be Life Savers.  
They don't care what we want.



# 2 BALLS OF STEEL 1 REPUTATION AT STAKE



Xbox screen shots shown.



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performance of modern sports cars**

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16 opponents get in your head with tourists and will do anything to win  
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WHAT EVER HAPPENED TO...

## The Final Fantasy Remakes



It sounded like a dream come true for any hardcore Final Fantasy fanatic: Back in January 2001, Square announced that it would remake all three PS one installments (VII, VIII, and IX) for release on the PS2. Each DVD-based game would feature upgraded graphics, remastered sound effects and higher-resolution CG movies with 5.1 Dolby Digital sound. Although Square didn't set a specific release date, the games were expected to come out sometime before the end of 2001 (to help further hype up the PS2's first Final Fantasy game, naturally).

Which is why we started to worry about the status of the remakes when Final Fantasy character designer Tetsuya Nomura admitted to us back in May of last year that he had heard nothing of them even within Square. And when 2001 came to an end with still no word regarding the remakes, we knew something was amiss.

Sources inside Square recently told us that the remakes have been shuffled to the back burner. This is likely due to Square's desire to strengthen the brand by decreasing the number of Final Fantasy games hitting the market; that way, Square can focus its resources on future development. So for those of you looking forward to the remakes, don't expect to see them anytime soon. Let's hope that at some point Square does get around to releasing them, though. OPM was actually given a demonstration of FFVIII's movies on DVD, complete with 5.1 sound, and we were floored by how cool they looked and sounded.

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to [opm@ziffdavis.com](mailto:opm@ziffdavis.com) with the subject "What Ever Happened to..." and we'll look into it for you.

## CHEAP THRILLS ON PS ONE

Why spend \$40 for just one PS one game when you can score two or more for the same price? Try out the 15 budget games we found for sale on [amazon.com](http://amazon.com), [ebgames.com](http://ebgames.com) and [gamestop.com](http://gamestop.com).



10 PS ONE GAMES FOR \$20 OR LESS



5 PS ONE GAMES FOR \$10

Ape Escape	This awesome platformer makes use of the Dual Shock in creative ways.	★★★★
CTR: Crash Team Racing	The game that made kart racing cool. Nothing has ever matched its quality.	★★★★
Final Fantasy VII	The first PS one installment of Final Fantasy is still one of the best ever.	★★★★
Gran Turismo 2	The best racing game you'll find on the PS one, hands-down.	★★★★
Legacy of Kain: Soul Reaver	Visually stunning goth-action vampire romp with soul-sucking goodness.	★★★★
Metal Gear Solid	With the sequel out on PS2, you don't want to fall behind, do you?	★★★★
Spider-Man	The best superhero game ever, featuring America's favorite webhead.	★★★★
Tekken 3	If you want to pick a fight, why not battle with the best of 'em?	★★★★
Tony Hawk's Pro Skater 2	The game that redefined the game that redefined video X games.	★★★★
WWF SmackDown! 2: Know Your Role	Infinite playability and attention to the he-men details make this a treat.	★★★★
Board Game: Top Shop	This fresh take on Monopoly will have you backstabbing your buds.	★★★★
Darkstone	Pretty much a Diablo clone with so-so graphics, but a solid action/RPG.	★★★★
Martian Gothic: Unification	The story for this survival-horror game will have you hooked.	★★★★
Tomb Raider: The Last Revelation	Eidos had the revelation to make Chronicles, but they shouldn't have.	★★★★
You Don't Know Jack!	The best game show in gaming, and maybe the best game show ever!	★★★★

[WWW.PENNY-ARCADE.COM](http://WWW.PENNY-ARCADE.COM)



# UP CLOSE WITH BRITNEY

She's everywhere. She hosted *Saturday Night Live* Feb. 2. The next day her second Pepsi commercial aired during the Super Bowl. A few days after that she performed at the NBA All-Star game. The following week, her first movie, *Crossroads*, hit theaters. But it's a few weeks later—mid-March to be exact—that has us most excited. That's when her first video game hits stores. Even with her crazy schedule, we recently had a chance to sit down with the mega-popular star to talk little *Dance Beat*.

**Q** tell us, what's it feel like to have your own video game?

I think it's really cool! I've always loved video games since I was little—I never dreamed I would do one though! I'm proud of the fact that this game is being cutting edge and fun to play. My little brother plays everything, so I'll have to make sure mine looks good.

**Q** Did you have any ideas for things you personally wanted to see in *Dance Beat*?

I wanted to make sure that the dance moves looked cool. But mostly, I just wanted to provide a fun video game experience for my fans. Now they can interact with the music, not just listen to it. which is cool.

**Q** Have you played with the interactive video technology being used in the game?

I hadn't seen the technology yet. I saw my video game and what it's really cool and amazingly cool. The choreography sequences are the real tour for those songs.

**Q** *Dance Beat* features a bunch of songs from your self-titled album. What's the difference between the songs versus your stuff on the album?

I had more input on the album. I wrote most of the songs on the album than the other people on the album—realizing that I'm in a different phase of my life right now.

**Q** We hear you are working on a new album with Justin Timberlake. How are you nervous?

**Q** You're finally working on a relationship with your dad again. We are totally comfortable around him. He makes me laugh. So any dad butt jokes are welcome right away.

**Q** You have a son named Ryan, is the big gamer in the family. If he wants to play, I'll kick Justin's butt in a game. He usually has a lot of time to play, though. He goes out, I'll have to make sure I never hear the end of it!



photo by: Justin Royston/WireImage.com

## GAME DEVELOPERS\*



### (\*WITH MOUSTACHES)

Besides offering up some of the most intense first-person shooting action out there, EA's Medal of Honor games are widely praised for their well-developed and emotional stories. A close look at one of the creative forces behind the series can perhaps offer us a little insight as to why these stories are so good. Scott Langteau, associate producer on both *Underground* and *Frontline*, studied at Pennsylvania's Villanova University and earned his masters in theater. After performing in a handful of professional productions in Philadelphia, Scott moved to L.A. to seek fame and fortune.

Scott ended up at Steven Spielberg's upstart studio DreamWorks Interactive, writing scripts for two children's titles. But in the years following, Langteau went on to work on a bunch of titles for DreamWorks and eventually earned a spot heading up the *Medal of Honor* games.

So now you know where *Medal of Honor* gets its dramatic sense: his mustache.



Scott Langteau

Games he's worked on:  
*Squad Commander* (PC),  
*Tai Fu* (PS one), *Medal of Honor* series [PS one]  
Mustache Rating: 3.5

# PLUG IT IN

## Grading the PS2 peripherals

We spend a lot of pages in our magazine telling you about games to put into your PS2. But there are plenty of other things that fit just as well into the system, usually the controller port. We call 'em peripherals, and we figured it's about time to show you most of what's out there. From controllers to steering wheels, to DVD remotes and just about anything else you can think of (FM radios, anyone?), we cover all the bases. In some instances, we've even gone so far as to put certain items to extreme tests. Ever wonder what'll happen to a Nyko Omega2 controller when you smash it with a hockey stick? You can find out here. It's peripheral fun for everyone!

## GET A GRIP

### Controllers galore



#### A PX SERIES

With the longest cords out there and loads of extras, Saitek's PX controllers offer quite the bang for your buck. The PX4000 saves you money, but features tiny buttons and an awful D-pad. It does, however, have a nifty throttle wheel and is rather comfortable. The PX4500 sports a better D-pad and buttons, but tougher shoulders to reach. No throttle wheel, either. The PX5000 shares the same design as the 4500, but it's also a fully programmable pad: You can set up elaborate combos and trigger them with a simple command. Still, you can probably master an array of complex maneuvers in it takes you to figure out just how to program the PX5000. All the PX pads also include turbo and analog axis locks. Unfortunately, they also all have rather weak rumble features. To Saitek's credit, the PX series survived repeated whacks with a hockey stick and only lost a few buttons when we ran through the office dragging them behind us like a pack of unruly pups.

Price: \$19.95–\$44.99 | VRS: 19.95–\$44.95 | PX4500/S44.95–\$44.95 | PX5000

Brand: Saitek | Web: www.saitek.com



19.95

#### B 3D VIPER GRIP

When a Dual Shock 2 lets loose with the sweet purr of rumbling, you know you're holding on to a perfect controller. With this controller, it might as well be barking at you. The rumble sings more like a chainsaw. Not to mention that if you play with it for more than 20 minutes, you start to get the faint tingle of carpal-tunnel. The digital "pad" is neat, but it's too analog-y, the shoulder buttons are tiny, and the slow-motion feature is pathetic. It just pauses and unpauses the game.

Price: \$19.99 | Brand: Blaze | Web: www.blaze-gear.com



#### C DUAL FORCE 2

This is the pad that the wireless Dual Force (far right) is based on, and it offers the same functions. It feels fairly solid, has sturdy analog sticks and comfy rubberized handles that give you smelly hands. It also boasts a programmable feature, which works fine. Spiking the thing results in completely messed-up analog sticks, though, which you can only fix by taking the whole pad apart.

Price: \$19.95 | Brand: ModCat | Web: www.modcatz.com



#### D DUAL SHOCK 2

It may be the "standard" controller, but Sony's Dual Shock 2 is anything but standard—especially when compared with all those third-party knockoffs out there. The first-party pad may be a bit more expensive, but it's well worth those extra bucks. From its comfort to its responsiveness and excellent rumble effects, Sony's pad is just that much better than the competition. We only wish that Sony made the cord longer—or better yet, offered a wireless version. Then it'd really be perfect.

Price: \$34.95 | Brand: Sony | CEA | Web: www.playstation.com





DUAL SHOCK  
CHOCOLATE



#### Durability

Throw them on the ground, pee on them, whatever—these guys continue to function.



#### Not Responsive

When a peripheral fails to respond as it should, you know you've got a serious problem.



#### Disfunction

No matter how much you polish these smelly turds, they simply continue to stink.



#### Comfort

Some peripherals fit so well in your hands that you just don't want to let go, no matter what.



**Value**  
You usually get what you pay for in the case of peripherals—but a few bargains do exist.

### F SPIDER-PAD

What have we here? A gimmick control pad that we can actually recommend? Excellent! Basically just Naik's Rocker Pad-2 controller with a Spidey-themed coat of paint, the Spider-Pad (a similar X-Men controller also exists) acts as a heroic substitute for the Dual Shock, not feeling "cheap" and fitting comfortably within the palms of your hands. Relatively useless Turbo and Slow buttons clutter things up, but all functions work—even after being stomped into the ground multiple times.

Price: \$24.99 Brand: Naik Web: [www.naik.us.com](http://www.naik.us.com)

### G BLACKHAWK2

To use the BlackHawk2 instead of a Dual Shock 2 is like drinking Pabst Blue Ribbon in lieu of Guinness: You can achieve your ultimate goal quite well with either, but the latter makes the experience much more enjoyable. And though the BlackView2 feels as cheap in your hands as its price tag would indicate, it does offer a program feature, allowing you to store up to an eight-button combo into its built-in memory. And even more extraordinary, the cheap plastic composing it is tough cheap plastic.

Price: \$24.99 Brand: Nyko Web: [www.nykointeractive.com](http://www.nykointeractive.com)

### E OMEGA2

If you simply must save five bucks, then Nyko's Omega2 is a decent option. It looks and feels cheaper than the Dual Shock 2, but does everything it's supposed to. You get a few extras too, like turbo (fairly useless), steering wheel mode (which doesn't work in all racing games), and a digital mode that doesn't let you use the D-pad in games that don't allow that option. Keep in mind, though, that when we hit it just once with a hockey stick, it immediately cleaved in half.

Price: \$29.99 Brand: Nyko Web: [www.nyko.com](http://www.nyko.com)



### H V-FORCE 2

If it weren't for the nice metallic color schemes of this controller line, it'd be even easier to figure out that it has nothing going for it. Besides the feeling that it might slip out of your hands or just float away from lightness, the buttons are hard to find. They're flat and odd-shaped, and all of them lead your thumb to the center of the four buttons where there's nothing to press. Also, the buttons feel too limby to be analog. It does feel comfortable—until you search for the minuscule shoulder buttons.

Price: \$19.99 Brand: Gamester Web: [www.radicagames.com](http://www.radicagames.com)



### I FIRESTORM U-PAD

A quick look at the Firestorm U-Pad and you'll immediately notice its unique shape—it basically makes the controller bottom-heavy rather than top-heavy. At first, this proves distracting, if for no other reason than it being so different. Play with it for a couple minutes, though, and you quickly grow used to it, possibly even forgetting you're not really playing with a Sony pad. Still, don't count on pressure-sensitive buttons or a D-pad; that's worth a damn. It's a fragile thing, too—don't spike it too often.

Price: \$24.99 Brand: ThrustMaster Web: [www.thrustmaster.com](http://www.thrustmaster.com)



### J 900MHZ WIRELESS DUAL FORCE 2

The price of this wireless controller far exceeds that of its wired brethren, and the integrated battery pack can get pretty hot after being set in its charger for a while. But aside from these marks against it, it's great. We wandered more than 30 feet away from a game of Pac-Man World 2 before things stopped working—and no one needs to play that far away. Just don't spike it too hard—the analog sticks get messed up and stop working altogether.

Price: \$59.99 Brand: MadCatz Web: [www.madcatz.com](http://www.madcatz.com)



All photographs by Bob Sotka



SPIN

**A TOURING WHEEL**

So you like driving manual in your racing games? Too bad! Naki has set up its wholly mediocre wheel to address the needs of automatic drivers alone. The two paddles behind the wheel are analog, with a wide range of motion, designed to be used as accelerator and brake. None of the other buttons are set up in such a way that they can be reached comfortably for shifting purposes. The wheel is cheap, and it's sturdy, but that's about all it's going for it. Yawn.

Price: \$17.49 Brand: Naki Web: [www.nakius.com](http://www.nakius.com)**B MC2 RACING WHEEL**

We could find four advantages the MC2 has over Logitech's superb Driving Force: 1) Its contoured base is designed for setting on your lap. Great idea. 2) Stick shift, baby. 3) The heavier pedals don't slide around, and even include a rest for your left foot, for added grip. 4) It's 50 bucks cheaper. However, it took significant setup time to get it working properly with GT3; it lacks the GT Force's excellent force feedback; and it has a nasty dead zone in the center, even at the tightest calibration.

Price: \$49.99 Brand: MadCatz Web: [www.madcatz.com](http://www.madcatz.com)**DRIVE TIME**

You are the wheelman

**C DRIVING FORCE**

Yep, this wheel really is nearly \$100. But once you fire up Rally mode in GT3, you'll know where your money went. We've found that this mode is actually easier with the Driving Force than with the Dual Shock, and that's saying a whole damn lot. Solidly constructed with a fantastically realistic feel—instead of just rumbling, the force feedback actually fights you in the turns. If only they had weighted the pedals a bit more and thrown in a stick shifter. If you're serious about racing, you need this wheel.

Price: \$99.99 Brand: Logitech Web: [www.logitech.com](http://www.logitech.com)**D VIBRA FORCE 2**

Though the button setup at first seems intuitive and sensible, try taking this thing out on the course and you'll get frustrated quickly: it's far too easy to accidentally hit one of the mind-boggling assortment of buttons on this sleek-looking wheel. The feel is nice—much closer to the smooth Driving Force than the standard springy wheels—but the control seems oversensitive and the product is entirely lacking in customization. It doesn't feel too sturdy, either. Far inferior to the Logitech wheel.

Price: \$59.99 Brand: Gamester Web: [www.radicagames.com](http://www.radicagames.com)**E PRO V RACER**

It's an interesting idea: Take wheel mechanics and compress them into a handheld controller. At first it seems to work rather well. But it's horribly cramped and insensible layout of the buttons that really kills this one. Most brutal are the L1 and L2 buttons, which are set almost dead-center on the back of this oddly shaped controller, making it necessary to remap any commands that might require the use of these entirely useless buttons. It also didn't take kindly to being thrown at the ground.

Price: \$17.99 Brand: Gamester Web: [www.radicagames.com](http://www.radicagames.com)**EXTREME GRAP**  
DO IT! DON'T WORRY!**F FREESTYLER BIKE**

It's somewhat ironic that the weakest part of the so-called "Freestyle Bike" is that it only makes performing freestyle tricks in biking games significantly harder. Just try holding down the throttle as you attempt to press a trick button, plus perform the proper combos on the subpar D-pad. No easy task. Motocross games also become a bit more challenging in that you can't follow your instinct to pull the controller back or forward when you take off and land, once again having to depend on the D-pad to pull off such an essential part of gameplay. It works fine for straight driving—but there's a lot more to racing bikes than that.

**G SPORTSBOARD**

Gamester's Sportsboard declares that it gives "the unfair advantage," which is accurate if you're referring to the player who's not standing on it. For the person who is standing on this tiny hard-to-balance-on piece of junk, good luck going straight—let alone pulling off any sort of audacious maneuvers...like turning. Better yet, the box for this waste primed with quotes like, "...the ultimate board controller," and "...great for the Xtreme sports games." Let's all guess which Gamester employee spouted off these lies to keep his job. Avoid this at all costs.



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# STICK IT TO 'EM

Joysticks and guns

## A TOP GUN FOX 2 PRO FLIGHT STICK

It's nice to know that at least one

PlayStation flight stick on the market is as full-featured as the single-unit PC models out there. The Fox 2 comes fully programmable, with four preset control schemes that cover most games. The somewhat flimsy fire buttons are sensibly placed, and the pad includes four extra programmable buttons and a swivel base for rudder control. Our only real complaint is with the uncomfortable throttle, but the rest works well.

Price: \$29.99 Brand: ThrustMaster Web: [www.thrustmaster.com](http://www.thrustmaster.com)

## C P99K LIGHT BLASTER

When we held it in our hands, the P99K Light Blaster seemed to have potential. Its own reload pedal. Lots of little nifty features not on other guns. Guncon compatibility. Well, so it said. When we actually plugged the thing in to play Vampire Night—Guncon compatibility on and everything—it simply failed to work. Sure, a gunshot sounded on the calibration screen. But that doesn't do us much good when we can't get any further in the game.

Price: \$29.99 Brand: Logic3 Web: [www.logic3.com](http://www.logic3.com)



# ODDITIES

Stuff you've never thought of...most of which sucks

## F VERTICAL TOWER

Nyko's Vertical Tower not only supports your vertical PS2, but features a compartment for three memory cards and six pop-open slots that can store up to 12 games at a time. But what about the pretty cases for PS2 games? What are you going to do with those if you purchase this? Still, the Vertical Tower is nicer than the \$15 Sony stand that doesn't have any storage space.

Price: \$19.99 Brand: Nyko Web: [www.nyko.com](http://www.nyko.com)

## G XTREME FM

With Xtreme FM, now you can listen to the radio while playing your PS2! Yes, it's true. While this may seem like a complete waste of money since you already have at least three radios in

your home, you'll soon realize...you're completely right! While a strong product overall, it simply makes no sense. If you're at risk of spending \$30 on this, consider sending it to NPF instead.

Price: \$29.99 Brand: InterAct Web: [www.interact-ac.com](http://www.interact-ac.com)

## H INSTINCT: FINGER DANCE REVOLUTION

Sort of a Tech Deck for Dance Dance Revolution and the like, the Instinct pad emulates Naki's full-size dance pad (identical to Konami's, only with Triangle and Square buttons) at roughly 4-by-3.5 inches. But since you never actually look down at the pad when you use it, it's easy to misjudge how far each button is from the other. You're better off just using a controller if you're too lazy to bring out a real dance pad.

Still, DDR fanatics might enjoy it as a somewhat expensive collectible to display on their desks. Otherwise, don't even bother.

Price: \$11.99 Brand: naki Web: [www.naki.com](http://www.naki.com)

## I VIDEO GAME ENHANCER

Very much aimed at those with old and crappy TVs, the VGE effectively acts as a kind of "amplifier" for brightness and contrast levels. By boosting the levels of what goes into your TV, it goes beyond what the basic controls on your TV provide. If you have a newer screen, this really isn't the product for you—but if Devil May Cry looks entirely black on your TV, this thing will actually fix it.

Price: \$39.99 Brand: DevWave Web: [www.devwave.com](http://www.devwave.com)

## B SHADOWBLADE

It may have a dumb name, but this is a serious piece of kit that's probably the best arcade-style fighting stick you can buy. With a heavy-duty metal base, it's so tough that it even survived us backing a Volvo over it twice. Spiking the thing in anger when your buddy beats you at Tekken Tag really isn't going to be a problem. The buttons may be a touch large for some tastes, but they're substantial, responsive, and make that satisfying slap-ping noise when you hit them.

Price: \$29.99 Brand: InterAct Web: [www.interact-ac.com](http://www.interact-ac.com)



# NOT JUST A GAME POETRY IN MOTION

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PlayStation®2



GAME BOY ADVANCE



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Someone call the janitor, the hardwood is about to get messy. Kick your game into high gear with 18 one-touch player controls including pump fakes, screens, auto defend, signature dribbles and moves. Run with the team of your choice or create your own player and see how you match up against the NBA's best. Oh, and tell that guy to bring a buffer and some extra wax, rubber doesn't come up easy.





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# USEFUL STUFF

Memory cards, Multitaps and remotes

## A MULTITAP

As with all Sony peripherals, its Multitap sets the standard against which all others are judged. As far as functionality is concerned, you can't go wrong. And it's durable, too—this sucker can take a licking. However, its aesthetic awkwardness causes it to hang out of the PS2 like a limp noodle. For this reason, if you keep your PS2 vertical, you might want to consider eyeing the Noki 3-in-1 Multitap instead.

Price: \$34.99 Brand: Sony CEA Web: [www.playstation.com](http://www.playstation.com)



## B 8 MB MEMORY CARD

If you don't like the morbid black color of Sony's first-party memory card, this canary-yellow number from Nyko offers a pastel lover's dream. Plus, this bad boy can survive a dunk in a toilet—and who doesn't take their memory cards to the bathroom? The only complaint is that it's a bit tough to get out of your PS2 once it's in. And though the storage capacity equals the first-party card, the price is \$5 more.

Price: \$39.99 Brand: Nyko Web: [www.nyko.com](http://www.nyko.com)



## C SONY PS2 MEMORY CARD 8MB

Sony's smoky black memory card reigns supreme above others. It slips without fail in and out of the PS2 (unlike some of the third-party cards) and, most importantly, holds onto the files you save. And when we say that, we mean it: When we threw ours at a wall at a blazing 62 miles per hour, our precious saves of *Godai*, *Aqua Aqua* and *GameDay* weren't even phased.

Price: \$34.99 Brand: Sony CEA Web: [www.playstation.com](http://www.playstation.com)



## D 16MB MEGA MEMORY CARD

You may think you get 16 MB for less than the price of 8 with this memory card—but you don't. You actually get 0 MB for the price of 7.5. This card is a hunk of garbage. While it sounds like a bargain, it simply doesn't work—except as a one-time dart. It also perfectly balances an uneven table. It tastes awful, though, so don't even think about making up your money by eating it.

Price: \$29.99 Brand: InterAct Web: [www.interact-ac.com](http://www.interact-ac.com)



## E PS2 REMOTE CONTROLLER DVD KIT

If you want the latest DVD functionality, buy this remote. Despite its small buttons, it not only updates your DVD drivers to accommodate for DVDs like *Rush Hour 2*, but you can also now fast forward more quickly and view multiple angles in certain films. Plus, it can handle a couple of six-foot drops onto concrete. This is a must-buy for DVD fans dependent on their PS2.

Price: \$19.99 Brand: Sony CEA Web: [www.playstation.com](http://www.playstation.com)



### F 3-IN-1 MULTITAP PS2 STAND

When it comes to utility, and killing three birds with one stone, this little creation may very well top the list. With Nak's 3-in-1 unit you get a Multitap, a DVD remote and a PS2 stand all in one package. Considering how the Sony Multitap sticks out awkwardly, this is a great way to keep your gaming gear compact. Plus, though a bit slim on options, the remote control helps you cruise through DVDs without pulling out your controller. This unit is one sweet find.

Price: \$39.99 Brand: Nak Web: [www.nakusa.com](http://www.nakusa.com)



G

### G DVD REMOTE

If you can't afford a decent DVD remote, you shouldn't be buying DVDs. Here's a suggestion: Save the extra \$7 to buy a quality remote by renting *Ishwar* and *Next Friday* at Blockbuster instead of buying them. But Saitek's bargain remote is not the answer. This thing's flimsier than a slab of balsa wood. And if you stuff it in your archenemy's talipipe, along with a banana, everyone gets a laugh!

Price: \$12.95 Brand: Saitek Web: [www.saitek.com](http://www.saitek.com)

### H GAMESTER DVD REMOTE

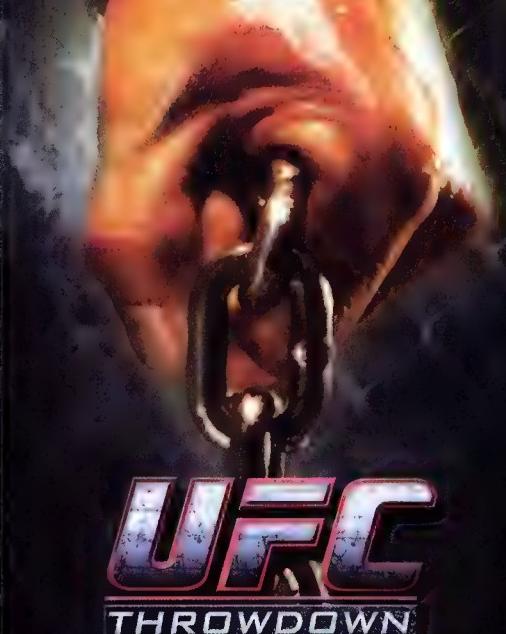
This remote was made for a person with needles for fingers and a hand the size of a child. It's way too small, and the 17 buttons are within two square inches. Who's the tiny-fingered genius that put this mini-remote together? Because it stinks. It does have a pass-through, which means you can put a controller in the slot where the remote sensor sits. But then again, so do most others out there.

Price: \$9.99 Brand: Gamester Web: [www.radicalgames.com](http://www.radicalgames.com)



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PlayStation<sup>®</sup> 2

CRAVE

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# MAD ATTITUDE

*OPMchats with Mad Trix's*  
**Jonny Moseley about influences,**  
**the Olympics and his worst bail**

**What motivates you to become a skier?**

I didn't have a choice. My brothers and my dad we started skiing when we were young, and I didn't even know I "skied" until I was 12. I loved it at first because of the speed and the jumps. As I got older, I realized how cool the culture was and how many friends I had in skiing. As I started to get better and win, it became more of a competitive endeavor. I remember being in school, always thinking about skiing during the week—doing my homework just so I could skip all weekend.

**Who were your biggest influences?**

My first big influences in skiing were the only people I knew: my brothers, Rick and Jeff. Since then I've had a slew of different mentors, starting with local people from Squaw Valley [Calif.]. The only famous person that I really paid attention to was Bill Johnson. In the first Olympics I remember watching, in 1984, he put on an incredible performance. That really stuck in my mind. And then all the cast of the movie *Hot Dog*. One of those guys, Dan Herbie, was my coach on the freestyle team at Squaw Valley. A couple of the other guys did a lot of the stunts for that movie, so I paid attention to them.

By the time I was 15, I was out there with my buddy making extreme videos, jumping off cliffs. I've just had a ton of inspiration over the years but most of them have been friends, teammates or brothers.

**What are the biggest challenges you've faced as a skier?**

The hardest thing was trying to balance normal life, school and skiing. When I didn't qualify for the '94 Olympics it made me work harder. The only time I've really ever been discouraged was after '98 and winning the Olympics. I knew I wanted to ski but I felt like it was just so far until the next Olympics. That's when skiing became so much more than just skiing. It became this whole burden of a lifestyle that I now love. It took me a while to get there, from being a skier to being a celebrity skier. It was hard at first. I'd be standing at the top of a hill in a park, and I didn't feel like I could go off and be cool. At least that's what I thought. It wore on me. Then after awhile I realized do what you want. Ever since then it's been

I'm pretty psyched. I feel an obligation to put the best effort toward it. To help make it good. For the whole sake of skiing. Otherwise, my skiing friends might beat me up.

**Are you into video games?**

I've always played, since all my friends do it all the time. But since I have a PS2, I play even more. I mostly play snowboarding games.

**What's difficult about Olympic training?**

It's tough to mentally persevere through the end of the workouts when you feel like you can't go on anymore. My vision to win gets fuzzy because I feel like I just did it. Why am I doing this again? I have to play this mental tennis match. I will literally be midway through a drill where I'm jumping over boxes or doing something that hurts my lungs or my legs and my mind will start breaking down and I have to combat that mentally. That's the hardest part: finding motivation and trying to get myself to rock bottom where I don't have an ego and I don't think about anything I've done before. I try

**"By the time I was 15, I was out there with my buddy making extreme videos, jumping off cliffs."**

to erase everything I feel is owed to me. It's hard to start at rock bottom again so you can go back to the Olympics.

**So, Jonny, we imagine you've beaten up your body plenty over the years. Do you have any interesting stories?**

In the X-Games at Crested Butte [Colo.], the landing of the jump was super icy. I was doing the Dinner Roll on a new pair of skis that I was testing for my previous sponsor. The tails were really soft, so every time I landed they would spin out and then hit my ass. The landing hill stopped off to the right, so with the ice I couldn't slow down. I hit the fence on the side of the course and took out the two-foot by two-foot post with my skis and ended up placing across it. I stuck bleed into a massive hematomma. I had another one a few weeks and couldn't really move so we tried draining it. All that came out was this thick, black sludge. I have it on video. It was gross.

photos by Cooper Schell

Moseley scored the gold medal in moguls at the '98 Winter Olympics in Nagano, Japan.





Swapping paint with Skywalker,  
Tatooine.

Shrapnel impact at 600+mph.

Mon Calamari.



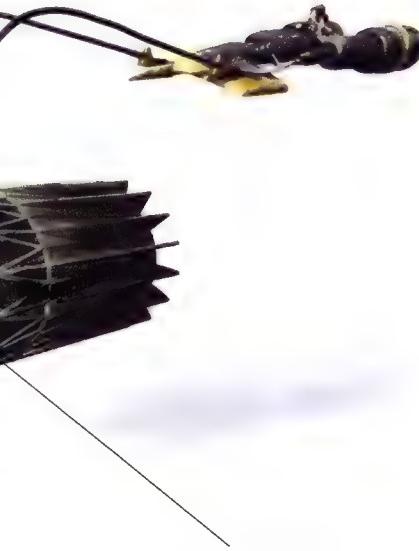
Turbo-boost slice between canyon wall and Dud Bolt,  
Sullust.

**PlayStation 2**

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# THE ANATOMY OF SPEED.

IT'S A FIGHT TO THE FINISH AT 600MPH. GO HEAD-TO-HEAD AGAINST 18 OF THE GALAXY'S MOST AGGRESSIVE PODRACERS. WITH 14 HARROWING TRACKS ON 5 WORLDS, FACE TERRIFYING CHALLENGES AT EVERY TURN. GOT THE GUTS TO GO FOR IT?



Tusken Raider target practice,  
Badlands.



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rainbow  
STUDIOS



Mild Violence





### Lunar Gets Rereleased

Due to popular demand, Working Designs has rereleased *Lunar: Silver Star Story Complete*. This time around, though, the game discs feature art from big-time *Lunar* fan Armen Madirossian.

**JOHN SCALZI**

## ARE PARENTS WHAT THEY USED TO BE?

I got some interesting feedback from my last column here (*DPM* 52), in which I noted that a law in Indianapolis restricting violent game content in arcades was batted down by the Supreme Court. I said that this was a good thing, since as a general rule, censorship is more trouble than it's worth to everyone. Many of the letters I received agreed with me (I love it when I'm told I'm right), but a few well-argued letters went in the other direction. The overturning of the Indianapolis law was a shame, they wrote—not because these people were for censorship, per se, but because the law compensated for parents who were doing a bad job of parenting. As one writer put it:

"Parents aren't what they used to be. They don't have time to pay attention to the world around them. When a child does something wrong, it's never the parent's fault. It's Marilyn Manson, paintballing or video games."

As a parent, and an observer of parents, I can certainly understand this point of view: The world is filled with parents who are doing such a bad job of it that, in my own not-so-humble opinion, they ought to be taken out and whacked with a stick. Some parents actually don't give a damn what their kids are doing, and that's a terrible thing. So, as the argument goes, why not look out for these kids, if the parents won't? beth?

Well, OK. But here's the thing: Have the government censor anything it wants—games, music, books, whatever—and the kid would still have bad parents. And that's the real problem. Let's say you have two kids: one who has exposure to nothing but the most wholesome family entertainment but has parents who couldn't care less what he's doing, and another who has full access to the darker side of popular culture but also has parents who have taught her their values and moral standards, and who take an active interest in her life. Which kid is better off?

I don't agree that parents aren't what they "used to be"—today's parents, by and large, are active and engaged in their children's lives as much as parents ever were. Bad parents have always been with us, even before arcades and game consoles, and the rest of us shouldn't let them off the hook by slapping the Band-Aid of video game censorship on the gaping wound of parental neglect. We can do better than to go for the easy—and ultimately futile—solution.

Or to put it another way: Imagine if the money Indianapolis spent on defending its unconstitutional law in the courts had been spent instead on teaching new parents how to care for and communicate with their children. In the end, which would have been the better investment? You tell me.

**John Scalzi** is a freelance writer and media critic who also runs GameDad, a video game site for parents. Visit it at [www.gamedad.com](http://www.gamedad.com). And be sure to tell him what you think at [jscalzi@comcast.net](mailto:jscalzi@comcast.net).



# BOND IS BACK

EA prepares new original-story 007 game for the PS2

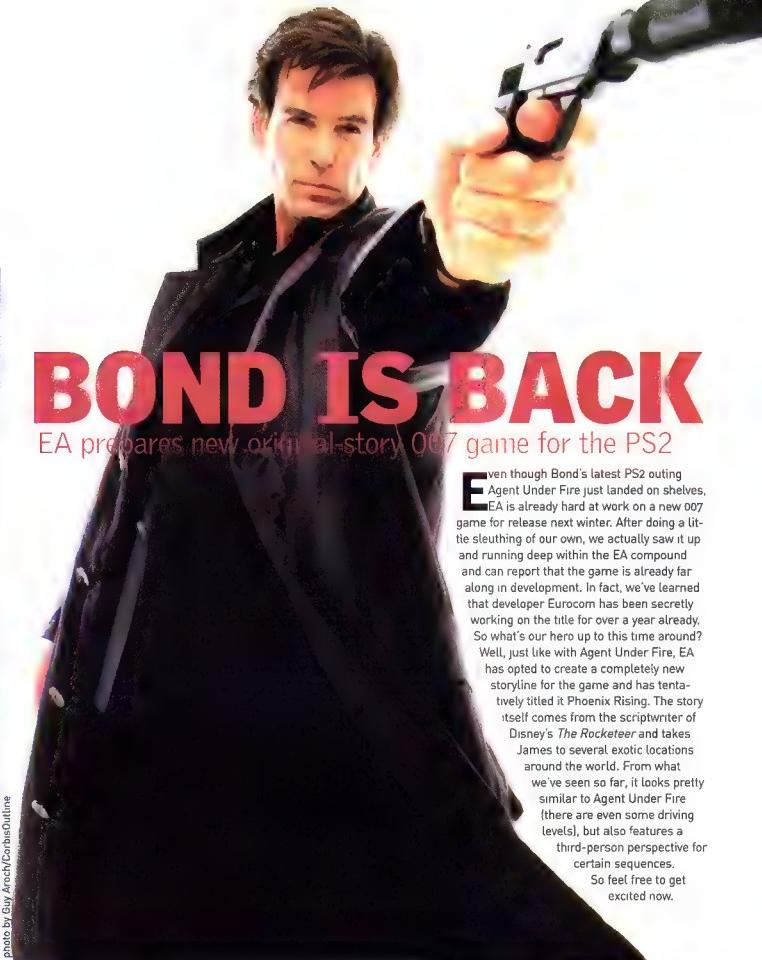


photo by Guy Archi/CorbisOnline

Even though Bond's latest PS2 outing *Agent Under Fire* just landed on shelves, EA is already hard at work on a new 007 game for release next winter. After doing a little sleuthing of our own, we actually saw it up and running deep within the EA compound and can report that the game is already far along in development. In fact, we've learned that developer Eurocom has been secretly working on the title for over a year already. So what's our hero up to this time around?

Well, just like with *Agent Under Fire*, EA has opted to create a completely new storyline for the game and has tentatively titled it *Phoenix Rising*. The story itself comes from the scriptwriter of Disney's *The Rocketeer* and takes James to several exotic locations around the world. From what we've seen so far, it looks pretty similar to *Agent Under Fire* (there are even some driving levels), but also features a third-person perspective for certain sequences.

So feel free to get excited now.

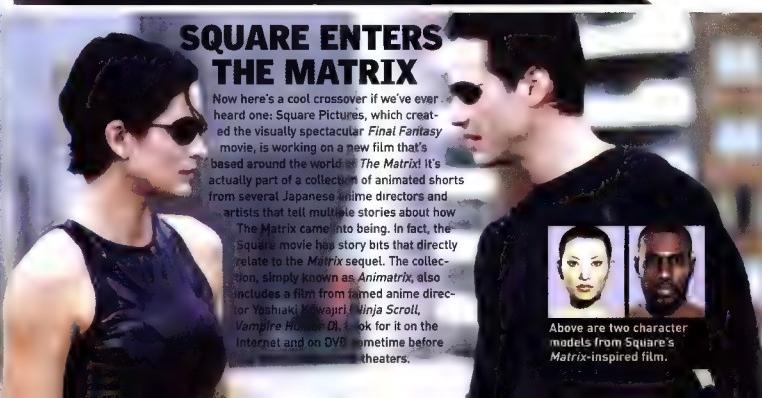
## SQUARE ENTERS THE MATRIX

Now here's a cool crossover if we've ever heard one: Square Pictures, which created the visually spectacular *Final Fantasy* movie, is working on a new film that's based around the world of *The Matrix*. It's actually part of a collection of animated shorts from several Japanese anime directors and artists that tell multiple stories about how

*The Matrix* came to being. In fact, the Square movie has story bits that directly relate to the *Matrix* sequel. The collection, simply known as *Animatrix*, also includes a film from famed anime director Yoshiaki Miyazaki's *Ninja Scroll*, *Vampire Hunter D*, look for it on the Internet and on DVD sometime before theaters.



Above are two character models from Square's *Matrix*-inspired film.





## Get Ready Turok

The N64's dino-hunting shaman is headed to the PS2. You may have heard rumblings, but now it's official: Turok is leaping from his longtime Nintendo-based home into an all-new game for the PlayStation 2. Acclaim has been hard at work on a next-generation installment for quite some time now and plans to have it ready for release this September.

Actually taking place before the original four Nintendo 64 install-

ments, *Turok: Evolution*, as the game is titled, chronicles the origin of the Turok lineage.

If you're unfamiliar with the series, here's the basic concept: You're an Indian spirit. Who hunts dinosaurs. With big guns. Sounds crazy? Maybe, but the games have all been pretty cool so far, so we can't wait to see what Acclaim has in store for us on the PS2.



HS3's online plan... wants to connect the golfers of the world with competition... Here's how it works: First, visit the official HS3 Web site, where you'll be given a code; enter it into the game, and it will kick off a challenge that ultimately pits you against the other HS3 players. Completing the challenge gives you a new code to input online. You'll then be ranked against other golfers. Sony's even said that the best of the best will be eligible for prizes.

## DATA STREAM

### Rygar Returns



Tecmo is working on a remake of the old-school arcade game *Rygar* for release on the PS2 this summer. Of course, this time around it'll be a 3D affair.

### Kojima Awarded



Metal Gear Solid creator Hideo Kojima was recently named as one of the most important people who will help shape the future of entertainment by *Newsweek Magazine*. We totally agree.

### Kingdom Vocals



Square has announced that Hikaru Utada, an insanely popular J-pop artist in Japan, will perform the vocals for the main theme to *Kingdom Hearts*. Fluent in English, Utada will also sing the English version of the song.

### Turismo Attack



Sony is releasing a special GT3 strategy guide DVD in Japan called *Attack Gran Turismo*. On the disc, creator Kazunori Yamauchi actually shows off some of his personal tips. No word on if we'll ever get a similar DVD here.



## DREAM CAST FINAL FANTASY X

*Screw The Spirits Within*. Everyone knows that a good Final Fantasy movie needs to be based directly on one of the games—maybe even using real people! If such a film were to grace your local theater (doubtful, but we can dream), we've come up with a few suggestions as to who should play the major roles, as seen below.

Got any ideas for a Dream Cast of your own for another game? Send us your ideas at [cgm@ziffdavis.com](mailto:cgm@ziffdavis.com) with the subject of DREAM CAST.



**Tidus:** Charlie Hunnam  
We've made the jokes about Tidus' resemblance to Meg Ryan—just as Fox's *Undeclared* has joked about how Hunnam also looks just like her. Perfect!



**Yuna:** Katie Holmes  
*Dawson's Creek*'s sincere, well-meaning, gal-next-door is a perfect fit to play the saintly, ethereal Yuna. Let's hope her voice-work is better than the game's, though.



**Rikku:** Britney Spears  
The ultimate (we) Dream Cast pairs the effervescent Britney with the all-too-cute Rikku. The only trick is figuring out which is the real gal and which is the virtual one....



**Auron:** Alec Baldwin  
With a starring voice in *The Spirits Within* and, now, the role of Auron in our FFX film, we can turn Alec Baldwin into the Cid of Final Fantasy flicks.



**Lulu:** Rose McGowan  
We've made the jokes about Tidus' resemblance to Meg Ryan—just as Fox's *Undeclared* has joked about how Hunnam also looks just like her. Perfect!



**Kimahri:** Michael Dorn  
The ultimate (we) Dream Cast pairs the effervescent Britney with the all-too-cute Rikku. The only trick is figuring out which is the real gal and which is the virtual one....



**Wakka:** Scott Caan



**Seymour:** Jude Law

**ONLY IN JAPAN**

 Winning Post 5  
 Koei, PS2


Ah, horse racing. Fortunes have been made and lost—the latter more often than the former—at the track. Yet video game adaptations of the Sport of Kings are few and far between (the recent PS2 release Gallop Racer and Namco's excellent arcade game Final Furling being notable exceptions). Not so in Japan, though, where games like Namco's Derby Stallion frequently make the best-seller charts, and one of the biggest names in the genre is the Winning Post series. Winning Post 5 is the latest game in the series from Koei, the developer with a sharp eye for detail, and to say it's in-depth is something of an understatement. You're the owner of a stable of horses, and it's your job to manage everything—from choosing the right trainer or jockey to breeding your horses. With that sort of control, you'll face some important decisions—should you run your hot race-winning horse into the ground? Or retire him early and put him out to stud so you can exploit his genes for generations to come? (We wonder which option the horses prefer: running around in circles or bouncing in a field "reproducing" all day?) Aside from including real tracks, real jockeys, thousands of real horses and the complete Japanese racing calendar for 2001, you also get top foreign races and even the ability to import data from the shovel-load of other Koei horse-racing games (see below). All in all, this is the most complete package available for your hard-core virtual horse-racing fan. Whomever that may be...


**MORE HORsing AROUND**

Koei has actually released a few other horse-racing titles for the PS2 in Japan. Here's a list of the games and how to use them to enhance your Winning Post 5 experience:

**Winning Post 4:** Don't dump your save files when you get the bigger, better Winning Post 5! If you're attached to a particularly hot stud, you can import your horse into the new version.

**G! Jockey 2:** Instead of being a fat-cat owner, you're a lowly jockey. Train your jockey and import him into Winning Post 5. Like Tamagotchi, just with vertically challenged humans.

**Horse Breaker:** Despite the odd title, it's merely a horse-training sim. Go hands-on with the horses and train them to be the next Red Rum. And if you succeed, go ahead and import your horse into Winning Post 5.



# MAD MOSQUITO

Ka and other wacky games headed to the U.S.

**B**ack in October, when we profiled Sony's bizarre yet fun PS2 mosquito game Ka in our "Only in Japan" column (OPM 49), we quoted one developer who was absolutely sure the game would never be released here. Now Eidos Japan seems dead-set on proving us wrong. Under its new boutique label "Fresh Games," the publisher will release several uniquely Japanese games in the U.S., including Ka [retitled as Mister Mosquito], along with another "Only in Japan" featured game Bravo Music [retitled as Mad Maestro], an orchestra-conducting sim. Both are due out this spring.

An Eidos rep also told us that Fresh Games will be publishing Sony's RPG Legoria Dual Saga, although details about a release date and the exact U.S. name are still unknown.



## FALSE STARTS

**Square.** The name just drips with quality. From Final Fantasy to Front Mission, Bushido Blade to Einhänder, Chrono Trigger to Vagrant Story—almost everything Square touches is in a class by itself. Not convinced? How about a few more storied names, like Parasite Eve, Secret of Mana, Super Mario RPG or Xenogears? Heck, even the mediocre brawler Ehrgeiz ranks among the top

guilty pleasures of many a fanboy. But it wasn't always so. In fact, Square started out with a few odd choices that in no way represented the RPG powerhouse to come. Since then, Square has also churned out its fair share of clunkers. Here's a quick (but by no means comprehensive) look at some of Square's lesser titles. Know a developer you'd like to see featured here? Send it to us at [opm@ziffdavis.com](mailto:opm@ziffdavis.com) with the subject FALSE STARTS.

Title	The Game	The Pros	The Cons
3-D WorldRunner 1987 – Nintendo Entertainment System	Published by Acclaim, this Space Harrier-esque shoot-'em/racer came packaged with a pair of 3D glasses.	Crisp graphics, fast action, smooth gameplay and a nifty (about gimmicky) 3D mode.	Repetitive, limited design wars this otherwise solid game. It just gets boring after a while.
Rad Racer 1987 – Nintendo Entertainment System	Square busted out those 3D glasses once again to accompany this speedy, Out-Run-inspired racer.	"Rad" is short for "radical." Radical things are cool, right? Oh, this was a pretty good racer, too.	Until you master the tough learning curve, you'll crash into every curve along the way.
King's Knight 1989 – Nintendo Entertainment System	Square's first U.S. RPG? Nope. More like a shooter of sorts, starring a knight, wizard, monster and thief.	It looks sort of OK. And you get to play as four different characters. And...well, that's about it.	This game is just bad, bad, bad. Hard to see, hard to play. Hard to learn, hard to have any fun with at all.
Rad Racer II 1990 – Nintendo Entertainment System	More radical racing from the radical developers at Square. Are they radical, or what? Radical!!	It looks even better than the first Rad Racer. That's radical, dude. Radical. Radical, indeed.	It's less of a game than its predecessor, with fewer features and no 3D glasses. Bummer!
Final Fantasy: Mystic Quest 1992 – Super NES	A.k.a. "Final Fantasy Lite," this was Square's botched attempt to dumb down FF for the U.S. market.	Not much good here beyond the FF name. And even that's not enough reason to play this.	Dull story, crappy battles, bland characters...there's nothing "Final Fantasy" about this stinker.
Secret of Evermore 1995 – Super NES	A U.S.-developed action/RPG that's notorious for causing Square to shutter its U.S. operations.	Solid gameplay reminiscent of Secret of Mana; Alchemy system lets you create spells and attacks.	Ho-hum hero and humdrum quest were a turnoff to many hardcore Square fans, who expected more.
Chocobo Racing 1999 – PS one	Hey, look! It's a mascot racer! And look over there! It's a big, bloated bandwidth hog on Square riding in it!	Simple controls and sickeningly cute characters. make this decent for kids or Final Fantasy fanboys.	Thoroughly mediocre and derivative, with subpar graphics that fall short of Square's standards.
Chocobo's Dungeon 2 1999 – PS one	A old-school dungeon crawl starring Lulu, the whored-out, chicken-legged, big-beaked mascot.	Tons of items to find, mix and use to create new weapons and armor lends this one a bit of depth.	Monotonous meandering through randomly generated levels just ain't much fun after a few hours.
Driving Emotion Type-S 2001 – PS2	Square tries to take the Gran Turismo crowd with a gorgeous-looking but problematical PS2 racer.	Realistic inside dashboard view; realistic handling (on some cars, at least); plenty of vehicles.	Thanks to the touchy controls and absurd difficulty, it's as fun as driving straight into a brick wall.



## Metal Gear Remix?

Konami appears to have some alternative plans for its highly evolved Metal Gear Solid 2 engine. As shown in these screens, Kojima's team has seemingly taken anonymous background figures from the game and given them their own Warholian shot at 15 minutes of fame.

Actually, what you're seeing here are screens taken from the Movie Edit mode of the Japanese version of MGS2. Allowing you to swap alternate characters into starring roles for many of the game's major sequences, the Movie Edit mode can make for quite a few laughs. Don't care for Fortune's long-winded speech to the soldiers on the bridge? Swap the crybabby out and cast Office-Worker Man in her place!

Want to relive Snake's opening tanker sequence, but with Middle-Age Lady performing the acrobatics? Well, now you can! Even better, you can choose from MGS1 characters like Snake or Ocelot; low polygon counts and all!

Unfortunately we here in the U.S. missed out on this mode because Konami was under major time constraints. But, hey, at least we got to play MGS2 before Japan did.



photo by Monty Brinton/WireImage.com

## OVERHEARD

**"While we were making the movie, I read 40 books and Elijah Wood and I probably played 4,000 hours of PlayStation."**

— Sean Astin tells *moviephone.com* what got him through making *Lord of the Rings: Fellowship of the Ring*.

# Clish MacLaver's GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

It's a quiet time of year for full-on gaming news, but the gossip and rumors are still floating around on things we're set to see later in the year and beyond.

Watch out for more gossip online when I team up with *Electronic Gaming Monthly's* Quartermann on our Web site, [www.gamers.com](http://www.gamers.com). Keep an eye out for the Rumor Mill column.

### DRAGONBALL FANS WILL BE EXCITED ABOUT THIS

Curious to know what the next game in Capcom's "Versus" series is? Aside from the obvious and inevitable Marvel vs. Capcom 3, I've heard strong rumors that indicate Dragonball vs. Capcom could be with us before the end of the year. With the crazy cult following of the Dragonball series, I'd be surprised if this wasn't a surefire hit. Expect lots of airborne fighting and an awful lot of shouting.

### MORE AND MORE GRAND THEFT AUTO IV NEWS

The rumors about the next game in the Grand Theft Auto series persist and they're getting crazier every time I hear them. Remember last month I told you that a new game was both inevitable and due fairly soon? Well, there's even more to get excited about now. It seems that the big hook this

time is that the game will have a huge online aspect. There are actually two different rumors doing the rounds at the moment, and while I'd love to think that both are possible, the simpler one seems much more likely. The first rumor is that GTA4 will build a lot on the PC version of the game that's due in a couple of months, taking advantage of the 16-player online support that it boasts. GTA4, they say, will allow people to wander around Liberty City in "gangs," working together on jobs, drive-by's, heists and all that other goodness.

The second rumor expands on the first, suggesting that the game will be a massively multiplayer online experience that will allow hundreds of players to populate the cities and form their own gangs, mobs, businesses and other GTA fun.

Personally, I think the 16-player version is more likely—but the idea of a version in which everyone you meet is

### "GTA4 will allow people to wander around Liberty City in gangs."

a "real" person is certainly something to make you think about where things could go in the future. I don't know

## BITS AND BOBS

Legend of Dragoon 2 will almost certainly be announced at E3 in May. It'll be on PS2, obviously. • Watch out for new info emerging about the long-dormant Gunslinger project from Sony CEA soon, too. • Twisted Metal: Black Online is nearly finished, I hear, but it will be a new version of Frequency that we get for "free" with the Network Adapter this spring. • Rumors still persist that there's going to be a version of EverQuest for PS2, probably in 2003. • Were you a Gex fan? Seems that Crystal Dynamics is looking into resurrecting the series on PS2. • Expect to start seeing new details on the sequel to Rockstar's popular *Midnight Club* in the spring. Rumors suggest that some of the story may cross over with *Grand Theft Auto*. • Jonesing for a Gran Turismo fix? Jealous of GT3: Concept? Gran Turismo 4 is on the way, and could be with us this year.



about you, but I'm pretty excited for whatever they decide to do. I just want more!

## E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy, or get your hands on some cool screens or pictures, send me an e-mail at the following address:  
[clish\\_maclaver@ziffdavis.com](mailto:clish_maclaver@ziffdavis.com)  
Look out for me on AIM, too—my buddy name is [AIM/clash](http://AIM/clash).

## ONLINE GAMES ON THE WAY

Lots of folks have been asking me what I expect to see as online games

in the coming year, so I thought I'd hit you with a list of the rumored projects in the works. Some of these may not be full-on multiplayer online games, some are just projects I've heard may be PS2-bound (and some of them may never actually make it)—but all of them, if they happen, will have some kind of connectivity to them. Remember, these are just rumored—don't know for certain if they're definitely happening, but most seem likely. Ready? In no particular order...

Tony Hawk's Pro Skater 4, Grand Theft Auto IV, Half-Life 2, Quake 4, Doom III, Return to Wolfenstein, Hot Shots Golf 4, EverQuest, Star Wars Galaxies, NFL 2K3, NBA 2K3, NHL 2K3, Madden 2003, NBA Live 2003, NASCAR 2003, NHL 2003, Frequency 2, Tekken 5, WWF SmackDown! 3, Red Faction 2, Final Fantasy XIII, Aliens vs. Predator, TimeSplitters 3, Tomb Raider: The Next Generation, and many, many more.



A hand holds a sword over a fallen knight in a dark, rocky landscape.

Choose Your Battle

From the caves below to the skies above, exit  
the forces of darkness that threaten civilization.



# DRAKIN

THE ANCIENTS' GATE



will attack from all sides. As Lynn and Ash  
so sharpen your blades and prepare for battle!

Playstation 2





TEEN  
**T** Violence  
CONTENT RATED BY  
ESRB

NATURE  
SCIENCE & CULTURE  
**YUKES**



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MARCH 2002

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# PLAYSTATION YEAR

Believe it or not, the PlayStation is now six years old. We look at the most significant events in each year.

The 1998 holiday season was a fiercely fought battle between the incredible games that were released over the period, and it was this onslaught that finally put the PlayStation in a position of unassailable dominance. Sure, the N64 had its moments, but with Metal Gear Solid and Gran Turismo leading the pack, the system was unstoppable.

As ever, the early months of the year were very quiet. Notable releases were few and far between, but the diamond in the rough came on Feb. 17 when 98 Studios unleashed Syphon Filter onto an unsuspecting public. Easily dismissed as a Metal Gear Solid wannabe, American gamers in particular saw through the negative connotations and took it to heart. It was an instant hit, and the first to prove that the PlayStation could have huge hits even out of season.

In March, Sony invited a select group of journalists from around the world to attend a conference in Japan concerning a surprise announcement. On Mar. 3, the press looked in awe as the company unveiled the specifications for the much-rumored PlayStation 2 and its vision for the future of interactive entertainment. Although the early tech-demos were only very simple, they adequately illustrated the awesome power of what was to come.

The rest of March was strangely uneventful, and even the Spring Tokyo Game Show, an event that normally showcases some of the coolest games on the horizon, did

little to whet the appetite. Sony showed pseudo PaRappa sequel Um Jammer Laramy, Namco unveiled Ace Combat 3, and Square showed Front Mission Third. All were games of certain stature, but none were set to be blockbusters of any kind.

## MINE'S BETTER THAN YOURS

April, too, proved disappointing with little more than Rampage Universal Tour (which was awful), Monster Seed and MLB 2000 worthy of any particular note.

Moved provoking excitement as Namco took a swipe at Gran Turismo with the dramatically overhauled R4: Ridge Racer Type 4. The game's executive producer, Shigeru Yokoyama told *OPM* that although Gran Turismo was an obvious competitor, the two games are "only similar because they are both racing games. The games are totally different in their directions. Our team conceived of the Ridge Racer series first and foremost as a game and not a simulation." Although far superior to previous RRs, R4 failed to steal any thunder from the Gran Turismo juggernaut that was still selling exceptionally well.

## ...OH NO IT ISN'T

In June, Sony retaliated with new information about Gran Turismo 2, just to ensure that there was absolutely no doubt as to who was the dominant force in racing games. It also upped the ante for the car lists by announcing that a near-final list of 594 cars was

going through the legal processes of being approved for use in the game. We believe the expression to use when describing Sony's response to Namco was that they were "stickin' it to them."

June continued to be an uncharacteristically busy summer month when Ape Escape was released on June 22 to rave reviews, and then a week later, Reflections unleashed the first Driver—and car-toons no longer knew which way to turn.

## SMACK TALK

On Aug. 17, Eidos finally got around to releasing Soul Reaver, yet another product that proved just how far the PlayStation hardware had been pushed in terms of graphics. With its moody, expressive characters and vast, impressive architecture, it proved that the PlayStation was still a technological force to be reckoned with, even with its successor looming on the horizon.

It was August, so it was GameDay and Madden time...and this year they were even more spectacular than ever. The rivalry between 989 Sports and EA Sports had become extremely fierce, with a serious amount of smack-talk emanating from both camps. "If you want to see what features GameDay 2000 is going to

# 5

have," professed Madden NFL 2000 Assistant Producer Rob Jones, "just look at Madden 99. Ouch. It didn't end there though, as 989 Sports Product Development Director Kelly Ryan responded with, "We don't look at Madden as a leader on this platform...we've never looked at Madden." What a shame this fighting talk did little to push the GameDay franchise further in the years to come.

## SILLY SEASON 1999

Sept. 8 was a big day, and marked the beginning of the 1999 silly season as Square hit us with Final Fantasy VIII—a game hailed as being superb at the time, but which continues to get flack from the hardcore Square fans as being "lame" these days. Maybe it was the more "realistic" characters? Or Nomura's artwork? Who knows? *OPM* liked it though.

A day later, Sega unleashed the Dreamcast, the first of the "next generation" of game consoles, complete with a built-in modem. Could it take over as the next big console? Early reactions were certainly favorable and Sega enjoyed what was, at the time, the most successful launch of an entertainment product ever.

Later in September, Sony released new pictures of the PS2

and continued to drip-feed an expectant public with its capabilities as well as new tech demos of what it was capable of producing.

The games kept coming on PlayStation, with the most exciting being the release of Tony Hawk's Pro Skater on Sept. 29. Little did people know at the time the impact that it would have on video gaming and pop culture.

As silly season progressed, we were inundated with big titles: Crash Team Racing, Dino Crisis, Spyro 2, Omega Boost, WipeOut 3, Sukkiden 2, Fear Effect, Medal of Honor, Quake 2, Resident Evil 3, Tomb Raider: The Last Revelation, Metal Gear Solid VR Missions and then finally, after what seemed like a very long wait, Gran Turismo 2 appeared and broke every sales record you could imagine.

*Next month: PlayStation 2, baby.*



Syphon Filter



Ape Escape



LoK: Soul Reaver



MCS: VR Missions



Tony Hawk's Pro Skater





PlayStation.2

## ARE YOU IN CONTROL OF YOUR SHADOW?

*Don't be certain. At least, not until you meet Ari, a young boy from the village of Tenel who has lost control of his to the spirit of a 300 year old evil king. Now it's up to you to join him on a quest to help win it back. Along the way, solve puzzles, decipher mysterious clues and fight battles in a bizarre adventure that will test your wits, skill and make you question the proof of your own reality.*



Comic Mischief  
Mild Language  
Mild Violence

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# OKAGE

shadow king



[www.okage.com](http://www.okage.com)

# SOUND STATION

By John Scalzi

This month features tunes from ESPN Winter X Games Snowboarding 2002 (311, Randy, Jonny Moseley's Mad Trix MC, No One) and the new Test Drive (Junkie XL).



### 311: *From Chaos*

**Volcano Entertainment**

The consistent popularity of 311 has been one of the great mysteries to me, because I simply can't understand for the life of me what anyone sees in them. There are others who do the slamming punk noise better, who do the white guy rap thing better, and do the somewhat lame reggae ska dried-out Andy Summers guitar sound thing better. But I guess 311 does all of these things in one package, so maybe it's a convenience thing. Whatever it is, *From Chaos* is more of the same.

Final Score **●●●**



### Junkie XL: *Saturday Teenage Kick*

**Road Runner Records**

The opening track to this album is called "Underachievers," and if I were these guys, I wouldn't leave punch lines like that just lying around. These boys clearly had fun with their guitar loops and beat packages, without bothering to add the essential ingredient: personality. What you end up with is a heavy programmed slab of noise that doesn't do much but fill up sonic space. The best stuff here plays like rehearsals of ancient electronica like Prodigy; the rest you'll be lucky to remember two seconds later.

Final Score **●●●**



### The Mad Capsule Markets: *OSC-DIS*

**Palm Pictures**

Grinding industrial noise—but grinding industrial noise done half in Japanese and half in terribly translated English! Not that it matters, since MCM largely subscribes to the theory that if you can make out the words, it's time to up the distortion. MCM does have chops; the grinding industrial noise is not original, but gets along at a compelling pace, and there's an occasional pop throwaway like "Island," which sounds like a Scooby-Doo chase scene thrown into a trash compactor.

Final Score **●●●●**



### No One: *No One*

**Immortal Records**

If I could go back in time, I would go back to the very first day some hard rocker decided it was OK to whine, and I swear I would beat him to death with an axe handle before he could share his discovery with his friends. That way, I wouldn't have had to spend the last few years listening to white-core bands like No One mope their way through 13 songs. Pounding, yes, snarly, yes; but jeez, guys, cheer up already—you're rock stars. You could be pumping gas. Yeah, then you'd be depressed.

Final Score **●●●●**



### Randy: *Addicts of Communication*

**Epitaph Records**

Ahhh... Much better. Randy is a Swedish band that very nearly makes up for the painful years of Abba, Roxette and Ace of Base by blasting through 17 delirious tracks of 2000-proof uncomplicated punk. "Freedom-Song" gets the award for Best Drunken Clash Song Imitation, and album opener "Addicts of Communication" pulls up a close second. Not truly classic punk—despite songs like "Proletarian Hop," this is *No Sandinista!* But it's a lot of fun, and right now, I'll take that as an adequate substitute.

Final Score **●●●●**

*John Scalzi has been reviewing music since before moping was manly. And we liked it! Visit his Web site at [www.scalzi.com](http://www.scalzi.com) or he'll write whiny songs about how depressed he is. Don't think he won't.*

## Bookmarks

### [www.gamers.com](http://www.gamers.com)

It's our home on the Web. Make it your home, too. Come visit us at our message board (you can link to it at [playstationmagazine.com](http://playstationmagazine.com)) and chat to your heart's content.

### [www.tvtome.com](http://www.tvtome.com)

A staggeringly comprehensive guide to television series, from *The A-Team* to *Zorro*, complete with more information about each series than you'd care to know.

### [www.pet-clothing.net](http://www.pet-clothing.net)

"Since 1986 Fonzie's Fantasies has crafted original, washable hats for special dogs and cats of all sizes." Sorry, did they say hats? For animals? Er, OK.



### [www.yesterdayland.com](http://www.yesterdayland.com)

Cartoons. Toys. Movies. Arcade games. Music. Lunch boxes. "Your Childhood is Here," says this site, and they're not joking. Pick an era, pick a category, and watch the hours fly by.

### [www.oscars.com](http://www.oscars.com)

The nominees are announced Feb. 12, and you can also read acceptance speeches from past winners, view photos from the Red Carpet, and see 360-degree panoramic shots of the event.

### [www.olympics.com](http://www.olympics.com)

Olympic fever will be in full swing by the time you read this...well, as feverish as the Olympics get, which is to say not very much at all. But you'll be able to view info on events, athletes and everything once they get rolling.

### [www.pork4kids.com](http://www.pork4kids.com)

It's a site about, you know, pork. And it's for kids. We're sure not to miss the Shockwave cartoon featuring a lost, anthropomorphic pork chop. No, we're not kidding.

### [www.fark.com](http://www.fark.com)

Random collection of random news stories and Web sites. A good place to start if you're looking to do some mindless surfing.

### [www.stickdeath.com](http://www.stickdeath.com)

Stick figures meeting a variety of untimely (and hysterical) ends. Plus lots of Shockwave games.

### [www.shibumi.org/eoti.htm](http://www.shibumi.org/eoti.htm)

Don't ask; just go.

### [www.clubtonyhawk.com](http://www.clubtonyhawk.com)

The official fan club of skateboarder Tony Hawk's biggest, brightest star. Sign up to become a member if you want to read Tony's daily journal.

### [www.snopes.com](http://www.snopes.com)

The Urban Legends Reference Pages, an excellent site for discounting all those rumors that your friends swear are true. Example: Coca-Cola will not dissolve a nail—not any faster than regular water, anyway.



### [www.bozart.com](http://www.bozart.com)

This fascinating site sells educational toys and games designed by world-renowned artists. Our favorite so far is the Karim Rashid chess set, a squishy vinyl and hard acrylic riot of color that is actually surprisingly playable.

# DIGIMON

Digital Monsters

Cute,  
Cuddly,  
and  
**Ready to Rumble!**

# RUMBLE ARENA

Play as one of your favorite Digimon. Featuring a cast of characters from all 3 seasons of the popular "Digimon: Digital Monsters" TV series!

Use each Digimon's special powers and attacks to advance through multiple levels and past challenging obstacles in this Digimon competitive



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Surprising new names add to the fun!

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PlayStation

# IT'S JUST A **HARMLESS** LITTLE TOY.

→ YEAH, AND THE BLACK PLAGUE WAS JUST A RASH.

1 of 16  
collect them all!

BOTTLE ROCKETS FLAMING PUMPKINS CHERRY BOMBS

LAUNCH STUFF LIKE

WRECK **11**  
NEIGHBORHOOD  
HANGOUTS LIKE...

- 1 TREE HOUSE
- 2 MINI GOLF COURSE
- 3 YOUR KITCHEN



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from the makers of TWISTED METAL®  
and TWISTED METAL 2

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ENTERTAINMENT

TEEN  
**T**  
CONTENT RATED BY  
ESRB

COMIC MISCHIEF  
VIOLENCE



**TWISTED  
METAL**  
*small brawl*

# DVD Reviews

by John Scalzi

## THE BAD NEWS BEARS

(Walter Matthau, Tatum O'Neal)

Easily the best movie about kids' sports, probably because it's the only one that nails how screwed-up things like Little League can be. Walter Matthau plays a drunk ex-minor leaguer who coaches a no-talent Little League team into a winning season, with lots of politically incorrect humor along the way. They wouldn't make a comedy like this anymore [it features Matthau coaching while drunk, another coach hitting one of his players, and the Little Leaguers celebrating the end of the season with adult beverages], but then, when the movie was made, parents weren't killing other parents at their kids' sports practices, so you tell me which you'd rather have. No DVD extras to speak of.

**Movie Score** ●●●  
**DVD Extras Score** N/A



## CAPTAIN CORELLI'S MANDOLIN: SE

(Nicolas Cage, Penelope Cruz)

Italy occupies Greece in WWII (with a little help from those lousy Nazis). This gives Nicolas Cage, as an Italian officer, an excuse to woo Penelope Cruz, who plays a feisty Greek woman. Does it make any sort of sense? Not especially, but if for some reason you need a date flick on short notice, this'll do fine. Of course, if you really want a good romantic date film involving Italian soldiers in occupied WWII Greece, you'll look for *Mediterraneo*. It won an Oscar, which is more than *Mandolin* will do. DVD Extras: director commentary, a "making-of" documentary, trailer and ROM links.

**Movie Score** ●●●  
**DVD Extras Score** ●●●

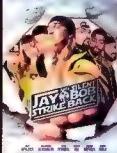
## DON'T SAY A WORD: SE

(Michael Douglas, Brittany Murphy)

Doesn't Michael Douglas ever get tired of playing smug professionals whose lives are upturned by a ran-



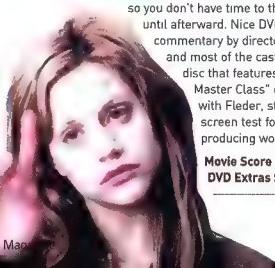
## HOLLYWOOD HAD IT COMING



**STARRING:**  
 (Jason Mewes, Kevin Smith)

dom plot point? This time, he's a psychopath who has to pry a secret code from the mind of a mentally ill girl (Brittany Murphy), or some bad guys are going to hurt his kid. There are way too many plot implausibilities here for the film to actually be good, but it moves along at a decent clip so you don't have time to think about it until afterward. Nice DVD extras, too: commentary by director Gary Fleder and most of the cast, and an extra disc that features a "Cinema Master Class" conversation with Fleder, storyboards, a screen test for Murphy, and a producing workshop.

**Movie Score** ●●●  
**DVD Extras Score** ●●●



## JAY & SILENT BOB STRIKE BACK: SE

The slacker answer to *Rosencrantz & Guildenstern are Dead*, in which two minor but critical characters from Kevin Smith movies (*Clerks*, *Chasing Amy*, *Dogma*) are put front and center for their own story. Whether you give a crap is directly related to how obsessively you've made previous Smith films part of your world view, as well as your tolerance for moronic characters (Jay [Jason Mewes] is the sort of character who should have been beaten to death with an ear long ago). If you're just starting out with Smith, skip this and see *Chasing Amy* instead. But if you already love Jay and Silent Bob, roll in, pal. Nice DVD goodies, including Smith's commentary, deleted and extended scenes, gag reels and so on.

**Movie Score** ●●● **DVD Extras Score** ●●●

## HARDBALL: SE

(Keanu Reeves, Diane Lane)

If you were wondering what *The Bad News Bears* would be like if they made it today, the answer is *Hardball*. Same basic plot—loser coaches little losers to Little League victory—but utterly without the sort of sarcastic bite (and heart) that would make you care. Coach is played by Keanu Reeves, whose character's gambling problem has nothing on Matthau's coach's alcoholism. But if you like Reeves, have fun (it also features Diane Lane, who, as usual, deserves better). Extras include commentary from the director and writer, deleted scenes, and a music video from Lil' Bow Wow.

**Movie Score** ●●●  
**DVD Extras Score** ●●●

## HEARTS IN ATLANTIS: SE

(Anthony Hopkins, Hope Davis)

A little boy comes of age in Stephen King's America—now, now, stop that screaming. It's that other Stephen King's America, the one with *The Green Mile* and *Stand By Me*, not *Carrie* and *The Stand*. Anthony Hopkins plays a mysterious visitor with a past who helps a young kid come to grips with the world around him. Good story, good direction (by Scott Hicks, of *Shine* and *Snow Falling on Cedars*), and a really enjoyable performance from Hopkins, whose penchant for extra ham is trimmed a bit. Extras include director commentary and an interview with Hicks and Hopkins.

**Movie Score** ●●●●  
**DVD Extras Score** ●●●●

## UPCOMING DVD RELEASES

Feb. 5, 2002



Feb. 12, 2002



Feb. 19, 2002

Chronicles: Hydora  
Starship Troopers  
Chronicles: Tophet

Feb. 26, 2002

Strike Back

### THE MUSKeteer

(*Justin Chambers, Mena Suvari*)

Loosely based on the "Three Musketeers" story—I say "loosely" because in fact the movie's plot doesn't make the slightest bit of sense. But never mind that—watch this flick for the action scenes, designed by Xin-Xin Xiong, a god of Hong Kong fight-scene choreography. You'll laugh, you'll cry, you'll wonder why they bothered putting in any dialogue scenes at all. Yes, if you've seen *Once Upon a Time in China*, you'll already have seen the ladder scene, but it's worth seeing again because this time, Mena Suvari is involved. Extras are crap: just the trailer.

Movie Score ●●●  
DVD Extras Score ●



### PETER PAN: SE

Not-so-coincidentally timed with the theatrical release of *Return to Neverland*, Disney's hopefully-not-embarrassingly odious sequel; Disney will suck money from your pocket however it can. The original *Peter Pan* still holds up, although it shows its age here and there, particularly in scenes involving the "Indian Village," which are basically a primer on how to animate a racial minority as offensively as possible (yeah, yeah, they did *Pocahontas* to make up for it, but the thing is, *Pocahontas* stunk). Key extra: commentary by legendary animators Frank Thomas and Ollie Johnson, who helped animate nearly all of the first generation of Disney films. It also features DVD-ROM extras, a "making-of" feature and Peter Pan games.

Movie Score ●●●  
DVD Extras Score ●●●



### O: SE

(*Mekhi Phifer, Julia Stiles*)

Shakespeare's *Othello*, recast in a private southern high school, with "O" [Mekhi Phifer] being the star basketball player and Desi [Julia Stiles], making a career out of Shakespeare adaptations as the daughter of the dean. Made a few years ago, but shelved after Columbine (a stupid move), this adaptation is surprisingly good, and relevant. And check out the DVD extras, which include a previously filmed version of *Othello* for viewers who prefer their Shakespeare unadulterated, as well as deleted scenes and audio commentary. A very nice package all around.

Movie Score ●●●  
DVD Extras Score ●●●●



## Angst Über Alles

THE VALUE OF LIVING IN A GHOST WORLD

One of the great failures of our time is that we now have no high school with classes back to high school reunion as successful and well-adjusted as can be. Trouble is, it rarely works out that way; teenage nerds often simply grow up to be adult nerds. The real story is not how these people liked their peers like butterflies shedding their cocoons, but how they deal with being grown-up versions of who they always were. *Ghost World* features two memorable characters in the middle of this examination: Enid (Thora Birch, dripping pure attitude), who has just graduated from high school, where she was the smart and disdainful girl who operated on a sarcastic plane of existence rarely visited by others, and Seymour (the great Steve Buscemi), a hangdog record collector who's been living a life of pathetic obsessiveness for longer than Enid's been alive. The two cross paths because of a cruel prank on the part of Enid and her comrade-in-distress Rebecca (Scarlett Johansson), but eventually Enid, in her own screwed-up way, feels something for Seymour. This, of course, leads to trouble, and Enid has to figure out how she's going to deal with it.

Adored by critics, *Ghost World* deserves to be loved, awkwardly, by others as well. Few films have ever pegged this substrata of American life, and of those few, none have ever made it as bleakly and self-destructively funny as it is here. Full credit goes to director Terry Zwigoff (who directed *Crumbs*, the documentary-like, self-deprecating comic-book legend Robert Crumb), and co-writer Daniel Clowes, who added his own comic series for the film. Neither of these men have ever been a clientId 18-year-old girl, but I bet both of them have been a lot like Seymour from time to time, and that makes a difference. DVD Extras: alternate and deleted scenes, a music video and a "making-of" documentary.



Ghost World  
Street Date: 2/5/2002  
MSRP: \$26.98

## DVD News

### BRAIN FOOD

This tasty tidbit comes courtesy of [dvdinfo.com](http://dvdinfo.com): Apparently the copyright on George Romero's *Night of the Living Dead* has long since expired, allowing just about anyone to release a version on DVD. But it looks like a new "Millennium Version" from Elite may prove a worthwhile investment, featuring liner notes from Romero and Stephen King, a host of short films and a staggering assortment of other goodies. It will release on March 12 for a measly 25 bucks. :)

### IMPRINT YOUR NAME ON THE ONE RING

For a limited time, the *Lord of the Rings* Fan Club ([lotrclub.com](http://lotrclub.com)) is offering a special deal: Sign up for a one-year membership (\$40) and your name will appear in the credits of the *Fellowship of the Ring* DVD. Sign up for two years (\$70) and your name goes on the first two movies. And a three-year membership (\$100) will get you a spot on the DVD editions of all three films. The first member? Elijah "Frodo" Wood.

### MMH-HMM

Before there was *Sling Blade*, there was the 25-minute 1983 short film *Some Folks Call It a Sling Blade*, also starring Billy Bob Thornton. Now Vanguard is preparing to release the original short on a DVD all its own, with audio commentary by the original director, a "making-of" feature and further extras. Expect to see the version March 19, for a suggested retail price of \$19.99.

# HOLLYWOOD BANTER

*NSYNC will be under be*

*Attack of the Clones* into *Attack of the Clones*



## 'NSYNC NOT JEDIS AFTER ALL

Contrary to previous reports that George Lucas had finally slipped all the way to the dark side and cast members of 'NSYNC in *Star Wars: Episode II—Attack of the Clones*, we've recently learned that the footage has been cut. The New York Post reported that Lucas acceded to a request from his preteen daughters, who are big fans of the band. Lucasfilm representative Lynn Hale told E! Online that Lucas's daughters "didn't have anything to do with it" and that the band's members, who are big *Star Wars* fans, asked producer Rick McCallum if they could appear in *Episode II*.

News that the scene had been cut came when 'NSYNC crooner Joey Fatone called into the Carson Radio Show with a quick announcement: "I'm going to make it officially known they dropped it because people made a big deal about it," he whined. "We stopped by the set and it was like a little small thing and we're not going to be in it, and I'm not going to comment on it anymore."

Rumor has it that the cut footage will be reinserted for the DVD release—if you're at all bothered by this news. We'd hazard a guess that you're simply relieved that the theatrical release won't be mired by their presence.

## JANCO FETT IS REALLY COOL

Rick McCallum, producer of *Attack of the Clones*, told the Empire Online Web site that the upcoming prequel will have a villain to rival Darth Maul and Darth Vader: Jango Fett, the Mandalorian bounty hunter and father of Boba Fett. "He is the ultimate accessory dude," McCallum told the site. Forget all the bulls--- that we have today like color mobile phones. This dude knows how to party. He comes to it with everything."

As any fan knows, Boba Fett is the bouncy hunter who appears all too briefly in *The Empire Strikes Back* and *Return of the Jedi* and went on to become a fan favorite. He will be played by New Zealand actor Temuera

Morrison, previously seen in *Once Were Warriors*. "He's my favorite," McCallum said of Boba Fett. "It's my dream, to have the ability to write into a studio meeting with that [script] and say, 'Dude, I've got an idea. If one of those young put-up students were to dress up with, 'Well, Rick ... BOOM! I would just open up and I can't tell you what I would open up, but it would be excellent.'"

[www.empireonline.com](http://www.empireonline.com)

## THE DIGITAL HULK

After much speculation about how the *Incredible Hulk* will be represented in Ang Lee's upcoming flick, Marvel head honcho Kevin Arad has finally confirmed that it won't be either a very big man or a bunch of prosthetics, but will instead be computer graphics. "If the Hulk was human, in makeup or prosthetics, oh man, I wouldn't want to be there. The opportunities are greater than that. You wouldn't want to do *Jurassic Park* with hand puppets," Arad quipped on *E! News Daily*. Expect the CG models used in the movie to be shared with the team at Universal Interactive for the PS2 game in development.

[www.empireonline.com](http://www.empireonline.com)

## 24 HOURS OF HOPPER

Not quite 24 hours, as the series is already several hours in—but as we go to press, we hear that Dennis Hopper is in final negotiations to join the cast of *24* in a recurring role that will run through the series' conclusion. Hopper will take on the role of the man behind the program's plot to assassinate a presidential candidate. He could already be starring in the show by the time you read this.

[www.cinescape.com](http://www.cinescape.com)

## ZOMBIE'S CORPSES APPROACH

The future of Rob Zombie's *House of 1,000 Corpses* is still in flux, but it's starting to look like the probably

NC-17 horror flick will be released this year. While talking to *Fangoria*, one of the film's stars, Bill Moseley, revealed that he was coming back to do additional reshoots for the project. These scenes are said to be extra-story. In addition, Moseley said that at least one major, as yet unnamed studio, has reopened talks with Zombie for distribution rights for the film. It's possible they might be eyeing a late summer release for the movie.

## AKROYD IS OUT THERE

Don Akroyd's *Out There*, the Sci-Fi Channel's upcoming late-night interactive talk show, wants your help. Akroyd, a self-described "believer" and lifelong paranormal nut, will host the half-hour, five-day-a-week series that just began production in New York City. *Out There* is scheduled to launch during the second quarter of 2002 and right now it needs you!

Sci-Fi has described the show as a cross between *CNN's Larry King Live* and *PBS' Charlie Rose*. It will act as a companion series to the channel's popular *Crossing Over With John Edward*. Guests will include Akroyd's celebrity friends, professionals and members of the public who will discuss unexplainable phenomena like time travel through hypnotic regression, psychic detectives, numerology, hollow Earth theories, zero-point energy and the Hulce-Vis Effect, sex and offspring with aliens, The Philadelphia Experiment, Big Foot, The Mothman and Spiritualism. To get your chance at being a call-in guest, contact [auditions@www.scifi.com](mailto:auditions@www.scifi.com) yes, that is a weird-looking address, we know) and tell them your theories on these subjects. Check [www.scifi.com](http://www.scifi.com) for show subjects.

photo by Michael Lewis/Corbis Outline

PlayStation.2



Unleash your hidden  
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And much more. You've got  
the skills.

Skateboarding

Skateboarding

Skateboarding

Skateboarding

Skateboarding

Skateboarding

Skateboarding

Skateboarding

# airblade

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of boarding is here. No wheels. No snow.

No surf. Just air, air and more air.

See ya when you finally come down.



Mild Violence  
Mild Language



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GENIUS AT PLAY



PlayStation.2



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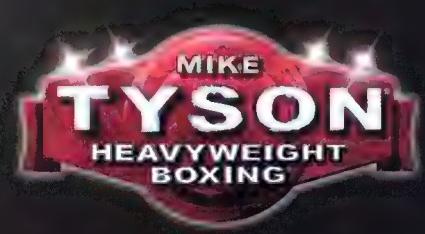


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# TOP 10 CHARTS

## PS2 Top 10

Looks like the holiday season was filled with plenty of cheer, based on these top-selling games. Imagine scoring GTA3, MG52 and Jak and Daxter all in one afternoon. The real puzzle, then? Finding the time to play through them all!

Last Month	Title / Publisher	Rating
------------	-------------------	--------

- 1** **2** Grand Theft Auto III ★★★★★  
Rockstar

If this didn't appear in your Christmas stocking, you better hope your sweetie is gracious enough to make it your Valentine's Day gift. GTA3 is the type of adventure that makes owning a PS2 one of the great things of this nascetur century. Just when you think you're having a bad day, you can plop this gem in and steal a nice car, run over a few gangsters—or whatever it takes to blow off steam. Beyond the violence, though, it's a true masterpiece that continues to tickle our funny bone and inspire our gaming imagination.



- 2** **1** Metal Gear Solid 2 ★★★★★  
Konami

- 3** **3** Tony Hawk's Pro Skater 3 ★★★★★  
Activision

- 4** **5** Madden NFL 2002 ★★★★★  
EA Sports

Football season's over, but we expect this game to make as much noise on the sales charts for the next few months as the St. Louis Rams' offense. Both are equal in brilliance and execution.

- 5** — James Bond: Agent Under Fire ★★★★★  
EA Games

- 6** — WWF SmackDown! JBL ★★★★  
THQ

- 7** **4** NBA Live 2002 ★★★★  
EA Sports

- 8** — Gran Turismo 3: A-spec ★★★★★  
Sony CEA

- 9** **8** Crash: Wrath of Cortex ★★★★  
Universal

- 10** — Jak and Daxter ★★★★★  
Sony CEA

### OPM's Most Wanted PS2 Games



- 1** Spider-Man Activision

- 2** Virtua Fighter 4 Sega

- 3** Final Fantasy XI Square EA

- 4** Soul Calibur 2 Namco

- 5** Tekken 4 Namco

- 6** Star Wars Racer Rev. LucasArts

- 7** High Heat MLB 2003 3DO

- 8** Kingdom Hearts Square EA

- 9** Stuntman Atari

- 10** Medal of Honor: Frontline EA Games

### Japan's Top 10 PS2 and PS one Games

- 1** MG52 [PS2] Konami

- 2** Momotaro Train X [PS2] Hudson

- 3** Gundam: Fed. vs. Z [PS2] Bandai

- 4** Dragon Quest IV [PS] Enix

- 5** Crash Band. 4 [PS2] Konami

- 6** Soccer Winning 11 5 [PS2] Konami

- 7** Jak and Daxter [PS2] Sony CEA

- 8** Maximo Capcom

- 9** Seaman [PS2] Ascii

- 10** Pro Baseball 8 [PS2] Konami

### Top PS one Games with Chicks



- 1** Fear Effect series Eidos

- 2** Tomb Raider series Eidos

- 3** Final Fantasy series Square

- 4** Danger Girl THQ

- 5** V.I.P. Ubi Soft

- 6** Pandemonium! 2 Midway

- 7** Knockout Kings 2000 EA Sports

- 8** Dead or Alive Tecmo

- 9** Xena: Warrior Princess Ubi Soft

- 10** Ms. Pac-Man Maze Mad. Namco

### Top 10-Selling Games, All Systems

- 1** Grand Theft Auto III [PS2] Rockstar

- 2** Super Smash Bros. [GC] Nintendo

- 3** MG52 [PS2] Konami

- 4** Tony Hawk 3 [PS2] Activision

- 5** Madden 2002 [PS2] EA Sports

- 6** Harry Potter [PS one] EA Games

- 7** Halo [Xbox] Microsoft

- 8** 007: Ag. Und. Fire [PS2] EA Games

- 9** Pokémon Crystal [GC] Nintendo

- 10** Super Mario Adv. [GBA] Nintendo

## PS one Top 10

Desperate PS one owners are searching for the best new games, but the new games aren't the best ones anymore. What a shame, considering the system flew off the shelves this holiday season. But remember, there's no shame in revisiting the classics.

Last Month	Title / Publisher	Rating
------------	-------------------	--------

- 1** **2** Harry Potter: Sorcerer's Stone ★★★★  
EA Games

We're fairly certain J.K. Rowling, the author of the Harry Potter books, is currently sitting in front of her television, Dual Shock in hand, toiling away at Sorcerer's Stone. Or rather, she's at her writing desk tearing through yet another Potter novel. Or she's playing tether ball at her beachfront condo that was paid for with the cash earned off her ambitious little conjurer, considering more sorcery for a future book. Regardless, the game is selling like hotcakes, and like any good mum, we're sure she's aglow with pride.



- 2** **1** Tony Hawk's Pro Skater 3 ★★★★★  
Activision

- 3** **3** Tony Hawk's Pro Skater 2 ★★★★★  
Activision

- 4** **7** SpongeBob SquarePants THQ

- 5** **5** Madden NFL 2002 EA Sports

- 6** — Rocket Power Team Rocket THQ

It seems THQ's cornered the market with its lame brand of kid titles. From the Rocket Power bunch to SpongeBob SquarePants, these guys just can't seem to get the kiddie genre quite right.

- 7** **6** Driver 2 Infogrames

- 8** — Monsters, Inc. Sony CEA

- 9** — Bob the Builder N/A

- 10** — Gran Turismo 2 Sony CEA

Source: NPD TRSTS Video Games Service, mid-December 2001. Call them at 516.625.2681 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff!

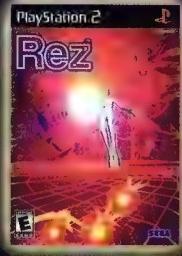


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PlayStation® 2

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HANDS-ON  
PREVIEW

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## Coming Soon

### PLAYSTATION 2

#### February

Cæsars Palace	Rockstar	Casino	Barbarian	SOCOM: U.S. Navy SEALs	Titus	Fighting
Commandos 2	Eidos	Strategy	Spider-Man	Sony CEA	Achon	Action
Deus Ex: The Conspiracy	Eidos	FPS/RPG	May	Activision	Activision	Action
ESPN NBA 2Night 2002	Konami	Sports	Armada 2	Metro3D	Action	
Evil Twin	Ubisoft	Action	Street Hoops	Activision	Sports	
Herdy Herdy	Eidos	Action	Test Drive	Atari	Racing	
Maximo: Ghasts to Glory	Capcom	Action	Army Men RTS	3DO	Strategy	
MS Gundam: Zeonic Front	Banda	Strategy	Blade 2	Activision	Achon	
No One Lives Forever	Sierra	FPS	Defender	Midway	Achon	
Pac-Man Fever	Namco	Party	Downforce	Titus	Racing	
Pac-Man World 2	Namco	Action	Dragon's Lair 3D	Encore	Action	
Pirates: Legend/Black Kat	EA Games	Action	Ecco the Dolphin	Sega	Action	
Run Like Hell	Interplay	Action	Fatal Frame	Tecmo	Adv.	
Star Trek: Shattered Universe	Interplay	Action	Final Fantasy XI	Square EA	RPG	
Star Wars: Racer Revenge	LucasArts	Racing	Kingdom Hearts	Square EA	RPG	
Top Angler	Xicat	Fishing	Lion's Den: Legend of Excalibur	Midway	Strategy	
Trophy Bass	Sierra	Fishing	Looney Tunes: Space Race	Infogrames	Racing	
V.I.P.	Ubisoft	Action	Mike Tyson's Heavyweight Boxing	Codemasters	Sports	
Virtua Fighter 4	Sega	Fighting	Mortal Kombat	Midway	Fighting	
World Tour Soccer	Sony CEA	Sports	Onimusha: Warlords 2	Capcom	Adv.	
Woody Woodpecker	DreamCatcher Action	Puzzle	Prisoner of War	Codemasters	Adv.	
Worms Blast	Ubisoft	Adv.	RoboCop	Titus	RPG	
			Romance of 3 Kingdoms VII	Koei	Strategy	
All-Star Baseball 2003	Acclaim	Sports	Savage Siege	TBA	Shooter	
Blood Omen 2	Eidos	Adv.	Smash Court Tennis	Namco	Sports	
Britney's Dance Beat	THQ	Rhythm	Soul Calibur 2	Namco	Fighting	
Conflict Zone	Ubisoft	Strategy	Space Channel 5	Sega	Rhythm	
E.O.E.: Eve of Extinction	Eidos	Action	Space Channel 5 Part 2	Sega	RPG	
Freestyle!	EA Big	X-Sports	Star Ocean 3	Enix	RPG	
Hot Shots Golf 3	Sony CEA	Action	Street Fighter	Atari	Action	
Jimmy Neutron: Boy Genius	THQ	Action	Surfboardin'	EA Games	X-Sports	
King's Field: Ancient City	Agatec	Sports	Sukoden III	Konami	RPG	
Knockout Kings 2002	EA Sports	Sports	Taz Wanted	Infogrames	Action	
The Lost	Crave	Adv.	Tekken 4	Namco	Fighting	
Mad Maestro	Eidos	Adv.	Tenchi 3	Activision	Adv.	
Mat Hoffman's Pro BMX	Activision	X-Sports	The Terminator	Infogrames	Action	
Medal of Honor: Frontline	EA Games	FPS	The Thing	Universal	Adv.	
MLB 2003	Sony CEA	Sports	Timesplitters 2	Eidos	FPS	
Monster Jam	Ubisoft	Action	Tiny Toons: ACME Invasions	Crave	Fighting	
Mr. Mosquito	Eidos	Action	UFC: Throwdown	Sony CEA	RPG	
Need for Speed: Hot Pursuit	EA Games	Action	Wild Arms 3			
Pryzm: The Dark Unicorn	TKO	RPG				
Rally Simulation	Ubisoft	Racing				
Rayman Arenas	Ubisoft	Action				
Sled Storm	EA Big	X-Sports				
Star Wars: Jedi Starfighter	LucasArts	Shooter				
Tiger Woods PGA Tour '02	EA Sports	Sports				
Transworld Surf	Infogrames	X-Sports				
Triple Play 2002	EA Sports	Sports				
The Weakest Link	Activision	Trivia				
World of Outlaws	Infogrames	Racing				
WTIA Tour Tennis	Konami	Sports				

### PS ONE

#### February

Largo Winch	Ubisoft	Action
Peter Pan: Neverland	Sony CEA	Action
Spider-Man: Web Slinging Skater	Crave	X-Sports
Trivka: Inline Skater		
White & Black	TBA	Adventure
Creatures	Conspiracy	Action
Delta Force: Urban Warfare	Novologic	FPS
Dragon Warrior IV	Enix	RPG
Hidden & Dangerous	Take 2	Action
Hooters Road Trip	Ubisoft	Racing

## VIRTUA FIGHTER 4

Sega's big game is just about ready—are you?

By the time you read this, lucky Japanese gamers will already have *Sega's* magnificent fighting game running on their PS2s. Yes, you read correctly: *Virtua Fighter 4* is out in Japan. But thankfully, its U.S. release is close—March to be exact. And in order to get you prepared for the mammoth fighter, we've decided to give you a rundown of what to expect when the game hits.

As most of you know by now, *Sega's* biggest fighting game franchise is heading to a Sony platform for the first time—which is a huge deal. But it's also a rebirth of sorts for the series, which sort of went astray five years ago with part 3 [it was likely geared a little bit too much to the fighting game purist, as it took ages to master]. Creator Yu Suzuki has stated that *Virtua Fighter 4* is more of an extension of part 2 than the most recent sequel, and that one of his main personal goals was to make the game better than Namco's *Soul Calibur*. When you take a look at the gameplay of *Virtua Fighter 4*, it's easy to see how these comments come into play—the game definitely does feel more like *Virtua Fighter 2*, but at the same time it's much faster. Combos are a bit easier to pull off, and gone is the evade button. Basically, it's everything fans loved about *Virtua Fighter 2* and 3, but presented in a way that'll appeal to more gamers.

It also looks really damn good. *Sega's* AM2 division has worked wonders to create a PS2 offering that appears essentially exact to its \$5,000 arcade equivalent. It's stunning how close the two versions appear, down to the hi-res graphics and 60-frames-per-second framerate.

The home version of *Virtua Fighter 4* also comes with a bevy of extras. For example, Kumite mode offers a variation on a survival mode, where you battle against enemies that bear the names of the game's creators and can pick up items that may alter the appearance of your characters. Or simply hone your skills in the several training and replay modes [even one that actually suggests moves as you fight]. Not enough info for you? Just tune in to next month's feature....



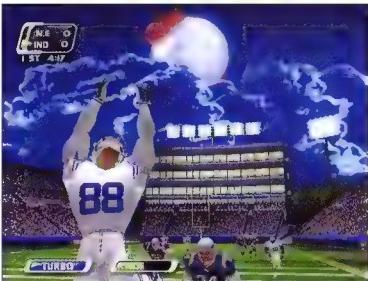
### Arcade Control

Though there's no word yet if the pad will ever make it to the U.S., lucky Japanese gamers are currently enjoying this special *Virtua Fighter* PS2 arcade stick from *Horiz.*



## The Fighters

Unlike many other fighting game series, which change many of their characters for each sequel, the Virtua Fighter posse has remained essentially the same throughout. VF4 keeps that tradition alive with only a few newcomers. Here's the complete lineup: Lion, Rafa, Kage-Maru, Akira Yuki, Jacky Bryant, Sarah Bryant, Lau Chan, Pai Chan, Wolf, Hawkfield, Jeffrey McWild, Shun-Di, Aoi Umenokouji, Lei-Fei and Vanessa Lewis.



## NFL Blitz 20-02

For hardcore football fans, Sundays in February are a lonely lot. What to do with the time? You've wasted autumn by watching football, and now winter has designs on scribbling frostbite on your exposed parts. The good part: With the season over, it's a prime time to invest in Midway's next-gen Blitz. One thing that intrigues us: The PS2 has more power than the original Blitz arcade machine—which means a graphical delicacy likely awaits.



## Hot Shots Golf 3

It's almost time for the newest installment in gaming's greatest golf series to hit stores, and we've recently learned a few tasty new tidbits about the game. Most intriguing are the new "Hot Shots Points," rewarded for particularly exceptional shots in all areas of the course. These points can then be traded in for enhanced equipment or improved skills. Will this be the first golf RPG? Start putting together your foursome now—Sony releases this one in March.



## Triple Play 2002

Our reservations exceed our expectations this year for EA Sports' Triple Play 2002. Last year we were suckered in by the dynamic camera and rich graphics until we realized the players were squat and the baseball was more diluted than the Devil Rays' pitching staff. This March, there's the promise of more glitz and glamour, including more mapped faces, play-by-play by the expertly chosen Bob Costas, and a new home run derby. If you like arcade baseball, stay tuned.



## ESPN NBA 2Night 2002

Last year we said Konami's b-ball laid the groundwork for a successful franchise. Now, we'd like to boast about our prescience by saying we told you so [even though you probably didn't care enough to argue otherwise]. This March, expect fine gameplay and graphics, despite an unfortunate lack of special moves. One could easily argue that this tops NBA Live. But then NBA 2K2 is the game to beat. ESPN presentation helps, but not as much as Stuart Scott's classic quips. Booyah!

# ARMY MEN RTS

HANDS-ON PREVIEW

Get this—it's not bad at all

Anyone left with a bad taste in their mouth from the many past Army Men games might just be pleasantly surprised by this upcoming installment. *OPM's* Sam Kennedy sure was.

Now taking the franchise in the direction it should have from the start, 3DO finally is developing an Army Men real-time strategy (RTS) game. Well, the company actually hired Pandemic to do the honors—but it was a wise decision, as the studio previously handled Dark Reign 2, a hit RTS on PC. It's such a wonderful surprise to see how well the Army Men universe lends itself to the RTS style of gameplay—it's quite charming, actually. The vast array of Army Men characters and vehicles naturally work well, but it's the little touches that really make the game cool. For example, plastic is the material used to build up bases and new infantry, so you must scour surroundings to look for anything to draw from. A squirt gun, an action figure—whatever happens to be lying around. Then there are the cool settings, such as a kitchen or even a train set (your missions take you through an entire house). You might just find yourself hooked when it's released this March.



See the remains of the downed soldiers below, now mere blobs of plastic? Pick them up to create new infantry.



Terror will reveal itself  
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# FATAL FRAME

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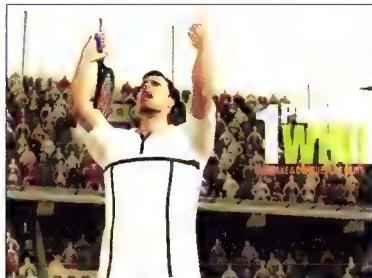
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PlayStation 2



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### Smash Court Tennis: Pro Tournament

The upcoming deluge of PS2 tennis games continues when **Namco** throws its racket into the fray this **spring**. Volley it up in each of the four major tournaments (Wimbledon included) as one of eight top-ranked pros from around the world, like Andre Agassi, Patrick Rafter, Martina Hingis, Monica Seles and Anna Kournikova. You can also dust off your Multitap for four-person doubles matches.



### Conflict Zone

Although purely fictional, **Ubi Soft's** new PS2 real-time strategy game features a storyline not unlike those reported in the papers today. A secret global organization called GHOST is threatening world peace by creating a crisis, and the major world superpowers have come together to form the ICP (that's International Corps for Peace...not Insane Clown Posse). Play on whichever side you choose and battle through 16 different missions. Look for it this **summer**.

# SPACE CHANNEL 5

Sega aims to have PS2 owners saying, "Ulala!"

When Space Channel 5 debuted on Dreamcast about a year and a half ago, **Sega** had high hopes for it. However, despite such a savvy star as Ulala and a huge marketing campaign that included featuring her as the MTV Movie Awards' virtual hostess (the game wasn't so bad either), it simply failed to sell very well. But now that Space Channel 5 heads to PS2 this **spring** (along with a sequel soon after), Sega introduces Ulala and friends to a much larger audience—and, the company hopes, finally has the chance to turn the game into the huge hit it deserves to be.

Don't expect an enhanced version full of upgrades and bonuses, though—this is a straight-up port of the Dreamcast offering. As our favorite pink-haired news journalist from the 25th century, it's your job to fight off an alien invasion the only way you know how—dance, dance, dance. By perfectly mimicking the steps of the jig-happy (yet inherently evil) Morolians with timely button presses, you can free those they hold captive. As the game progresses, the liberated masses show their support by standing behind you and shaking their booties as well. Stick it out through all four stages and free the ultimate dancer—none other than Michael Jackson himself.





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The Best First Person Shooter of the Year\* is now on the PlayStation®2 computer entertainment system, with over 60 levels of hard-core gaming adventure. You'll discover four new levels and get a taste of Cate Archer's criminal past. Armed with 30 unique weapons, fast vehicles, quick wit and the stealthiest moves around, she's ready to take on any enemy. Are you?

## THE OPERATIVE.

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Gaming World, 2000

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# TERMINATOR

Kick a little T-400 butt

Set in the war-torn battlegrounds of the year 2029, this June release from *Paradigm* (Spy Hunter) and *Infogrames* uses *The Terminator*'s story as a backdrop for all-out action gameplay. Placing you in control of hero Kyle Reese (and, for certain portions, a female resistance operative named Catherine Lane, plus one other yet-to-be-revealed character), you must blast your way through hordes of Skynet-created enemies. The pace is comparable to Devil May Cry, although situations exist in which stealth comes into play, where wits prove more important than firepower. Helping civilians benefits you as they reciprocate with aid, and also remember to keep a close eye on your surroundings—you can use the environments to your advantage. Nothin' like crumblin' a pathway so that Terminators can't pass through!



# SOUL CALIBUR 2

Namco gives itself a run for its own money

Even though *Soul Calibur 2* won't land on PS2 until well after *Tekken 4* hits, we know you're still aching for some more shots of this promising fighter. Both sequels have "Huge Namco Hit for 2002" written all over them, but the *OPM* staff's attention points largely toward SC2. After all, with a much longer development cycle than the original—not to mention better hardware to run on—SC2 has all the makings of another fighting game champ. And we simply can't wait for Namco to talk more about it.

Unfortunately, for the time being Namco remains relatively quiet about the game, so new facts remain scant. We have heard, though, that SC2 greatly expands upon the original game's ability to unlock the third plane of movement. This time around, you can run around in 3D much more easily than in the original, and running itself proves increasingly integral to the fights. In fact, some of the game's new characters expand the need to move around quickly, and many feature a slew of new moves that differ a bit from those of the previous set of characters—this is said to help change the sequel's tempo and feel.

There's still no word on when SC2 will ship, but **fall** seems possible. Keep those fingers crossed.



# HIGH HEAT MLB 2003

## Console baseball's first grand slam

For baseball fans who obsess over numbers like .400, 190, 56 and, now, 73, **3DO's** High Heat is the only game that matters. It's a hardcore baseball fan's dream come true. It's perfect for the baseball fan who believes in hitting to the right side. Throwing an o-2 slider in the dirt. The noncontraction of the Minnesota Twins. This is already PS2's best baseball game, and now it has free agents, home run derby, a player editor, a fantasy draft and create-a-player. Plus, there's a fun two-on-two showdown that plays a lot like stickball or some backyard game without baserunning.

Tuning menus are the real prize this season, though, as you can now adjust everything, including pitch velocity. Don't like the baserunner's speed? Adjust it. Think the ball comes in too slowly? Tune it. You can now tailor the game to what you think baseball should be. Crisper, cleaner, richer graphics perfectly represent everything on screen, including batting stances and pitching motions that brilliantly replicate a real simulation feel. Sadly, the animations still seem limited, the scoreboard doesn't work yet, and the outfield flags seem to ignore the way the wind really blows. Hopefully, it'll all be in order when the ump yells, "Play ball!" in **March**.





### Prisoner of War

With *spring's* *Prisoner of War*, **Codemasters** takes us back to World War II, within the confines of four German POW camps. As a different Allied prisoner in each camp—one British, one French, one Dutch and one American—you have only one thing on your mind. escape. Use each character's individual strengths (athleticism, stealth, espionage, charm and linguistics) to achieve your goal and meet up with the others to lead a daring breakout at Colditz Castle.



### Hitman 2: Silent Assassin

You: a genetically engineered hired gun. Them: high-ranking officials and people of influence throughout Sicily, Russia, Japan, Malaysia and India. Your job: Eliminate them. Oh, and don't get dead. *Eidos'* sequel to the moderate PC hit will allow you to employ a wide variety of high-tech weapons as you attempt to make your hits with as little collateral damage as possible, using stealth—including disguises picked up from the locals—and skill. Your mission begins this *spring*.

# TEST DRIVE

A 14-year drive approaches its newest destination

**HANDS-ON  
PREVIEW**

*Test Drive* is one of the longest-running series in gaming. The first title came out over 14(!) years ago on PC, and this *March*, **Infogrames** brings the original franchise to the next generation. This new version, simply titled *Test Drive*, introduces real-world locations into the mix, along with the expected selection of top-of-the-line performance vehicles.

Here's just a small sampling of the 20-plus vehicles with which you'll be able to race on the streets of San Francisco, London, Monaco and Tokyo: Aston Martin db7; Chevrolet Z06 Corvette and '69 Corvette; Dodge Charger, Viper and Viper Concept; Ford Mustang SVT Cobra R; Lotus Elise; Nissan Skyline; and Shelby Cobra.

But don't expect these to be represented as realistically as in, say, *Gran Turismo*. This game, as with most of the *Test Drive* games, focuses on arcade entertainment over exacting simulation. It requires some hair-trigger driving on your part, as you dodge and weave to avoid the nasty pileups that have become one of the hallmarks of the series in recent years—so don't get distracted by details like the recognizable landmarks or the sunsets glaring in your eyes.



### Preorder Watch

STORE	PREORDER	PRICE	SHIP DATE
Amazon.com	N	N/A	N/A
Buy.com	Y	\$48.99	3/27/02
Elggames.com	Y	\$49.99	5/4/02
GameStop.com	N	N/A	N/A
Micropack.com	N	N/A	N/A

all data as of 1/8/02

# ESRB Rating System: [www.esrb.com](http://www.esrb.com)



**EARLY CHILDHOOD RATING:** Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.



**EVERYONE RATING:** The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.



**TEEN RATING:** Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



**MATURE RATING:** These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



**ADULTS ONLY RATING:** The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

# STUNTMAN

Live out those *Hooper* fantasies

"You play the part of a stuntman for hire," *Reflections* studio head Martin Edmondson tells us about his new game, set to be released by **Infogrames** under the *Atari* brand this summer. "Your goal is to improve your status, earning recognition by performing successful stunts for movies. You start out on low-budget productions and progress through to high-drama, high-budget, high-profile Hollywood action movies."

"Each stunt consists of a series of clearly defined objectives," he explains, "which can range from a simple 180-degree spin in front of a building, to avoiding oncoming traffic, to perfectly timed jumps, collisions and dramatic crashes.... If the stunt is deemed to have been sufficiently successful, the player will progress to the next stunt. Successful completion allows the player access to new 'toys' to use within the Stunt Arena. When the player has completed a movie, the sequences which you have recorded are automatically edited into a theatrical trailer."

If you think this sounds cool, and you agree with us that these screenshots look seriously sweet, we're sure you'll be even more excited when you realize that *Reflections* is the team responsible for the ambitious and much-loved *Driver* games on PS one. If they were anything to go by, we're assured some excellent handling dynamics to the numerous vehicles that *Stuntman* offers.



# TEKKEN 4

The new king of fighters?

Set for release in Japan in March, **Namco**'s latest entry in the *Tekken* series could well put an end to the "who's the king of the ring?" contest. Or could it? 2002 is going to be a big year for fighting games, and some would say that it's about time. With *Virtua Fighter 4* hitting in March, followed by *Tekken 4*, *Soul Calibur 2*, *Mortal Kombat* and many others to follow, it looks like a lot of old favorites will be fighting for our attention.

What does *Tekken 4* have that the others don't? Aside from a long history of association with the PlayStation format, and a host of much-loved characters, it's also looking to shake things up with a very different style of gameplay.

"In order for players to enjoy our game, we set a variety of situations, such as very limited space [like a room] or a very wide environment [like an airport]," *Tekken 4* director Masahiro Kimoto tells us. "Depending on the character you choose, a stage can give you an advantage or a disadvantage. For example, in a very limited space, you can utilize the walls for a combination attack. On the other hand, in a wide space, you would have to change your style by keeping a distance from the opponent, running about, or making combos in the air."

Still no official word on a U.S. release date, but from the rumors we've heard, it should be sometime this fall.





## Pirates: The Legend of Black Kat

We waited quite awhile for more on this EA Games February release, formerly known as Pirates of Skul't Cove. But now that we've looked around with it a bit, let's just say that it fails to shiver our timbers in its current state. Most of the action takes place with you controlling Katarina de Leon (a.k.a. Black Kat) through a run-of-the-mill third-person action game. Sea battles help bring something new to the mix, but Westwood certainly has some control refinement to do.



## V-Rally 3

If you're American, you probably show no interest whatsoever in rally racing. Cool as it may be, that's just a fact of life. Still, it seems the games industry wants to change that with a many great rally games on tap for the near future. **Infogrames**' V-Rally series has met mixed reactions in the past, but this third outing looks absolutely spectacular. How it will compare to Colin McRae Rally 3.0 and Sony's own WRC remains to be seen. Now, repeat after us: "Rally racing is good."



### Britney's Dance Beat

Think Britney Spears meets the Bust-A-Groove games and you'll have a pretty good idea of what THQ's Dance Beat is all about. The game requires you to perform button combos in time with Britney's tunes as you work your way to the ultimate prize: a dance on stage with the pop princess herself. Featuring all sorts of unlockables, ranging from live Britney videos to 3D interactive ones, Dance Beat should surely please fans of the pop superstar when it hits in March.



### Taz Wanted

He's appeared as a tattoo on many a drunken fratboy's shoulder—and now he's even got a PS2 game all his own! Yep, we're talking about Looney Tunes' snarling marsupial, who spins his way onto a PS2 this May courtesy of Infogrames. You'll need to use all of Taz's signature moves to escape from the clutches of Yosemite Sam. And from what we've seen, the cel-shaded graphics do a great job of capturing that clean, iconic look of the Looney Tunes cartoons.

# HERDY GERDY

HANDS-ON PREVIEW

### Your own personal animated adventure

A quick look at the screens below and one thing rings obvious: You've never seen a game like Herdy Gerdy before. Cute characters combine with a great pastoral ambience (bunnies hop around, cows graze, moles dig into the ground, and more) and, most importantly, a unique graphical style to realize Core Design's vision of a 3D Disney-like cartoon. One that you can actually play.

In some ways, the gameplay of Herdy Gerdy resembles that of any other 3D platformer—you know, lots of running, jumping and collecting things (in this case, bells). But the similarities end there for the most part. As our young hero, Gerdy, much of your success hinges upon your ability to, well, herd. (Get it? Gerdy is "herdy.") It all centers around a story in which Gerdy's father, the most talented herder in the land, is cast into a deep slumber by Sadorf, the Master Herder. Sadorf fears losing his title to Gerdy's father at this year's annual herding competition, and with Pops now out of the way, he has only one competitor to worry about: the untested young Gerdy himself!

In its current state, Herdy Gerdy certainly catches your eye and holds your interest with its unique gameplay. Let's just hope the shoddy framerate can be fixed by the time Eidos releases it this March.



Herd the Dogs into pins like this one.



# SLED STORM

HANDS-ON  
PREVIEW

## Partly cloudy with a chance of SSX

Well. This is a bit unexpected. Last time we saw Sled Storm, it looked like a higher-res, higher-framerate version of its PS one counterpart. But in the months since E3, this snowmobile racer apparently went back to the drawing board in a big way. An EA Sports Big way.

Whereas the original game featured realistic courses and handling, this overhaul has thrown all that out the window. Based on the three playable courses and two playable characters provided in the preview demo we just received, Sled Storm is now far less sim and far more SSX. In fact, with the colorful, flashy course design and the outlandish characters, Sled Storm basically plays like SSX with a motor. Heck, some characters even appear across both games.

Now, SSX and SSX Tricky are both great games. And we understand the idea of offering a unified theme across these different games for the sake of maintaining brand focus and whatnot. But, well, we liked the first Sled Storm. A lot. And we can't help but feel disappointed in the direction this new incarnation appears to be taking. Of course, that's not to say it's unplayable or anything. In fact, even now it's a pretty entertaining game in its own right, drawing on the character-rivalry system of Tricky and using the greater range and accessibility of the motorized sleds to capitalize on the exploration element that is such a treat in both SSX games. So while the seven tracks may not seem like such a mind-boggling number, the practically limitless variety of paths should make for a good amount of replayability. And, as should be expected in a game derived from SSX, the graphics and framerate are exceptional, even at this early stage.

Disappointed though we may be with the new direction of the game, we're really eager to see the other four tracks, to kick in the two-player competition, to explore all the nooks and crannies of the three tracks we have seen, and to check out the huge selection of new tricks. And you'll get a chance to do the same thing when the game hits stores in March.



## Battle Engine Aquila

From U.K. developer Lost Toys comes this seriously cool-looking sci-fi first-person shooter. Taking place in a future where drastic climate changes have caused the world to be overrun with water, dry land has suddenly become a valuable commodity—and one worth fighting for. As a member of an army unit, your arsenal includes a team of mechs which must fend off invading forces. Infogrammes is handling the publishing duties and plans to release the game late this year.



## ESPN MLS Extra Time 2002

EA Sports' FIFA is about to get a serious challenge from the latest in the acronym-heavy Konami series. With a pedigree that includes the franchises Winning Eleven (big in Japan) and ISS (big in Europe and, for a while, here), it seems safe to assume that ESPN MLS (blah, blah, blah) has a very good chance of being the definitive U.S.-centric soccer sim when it's released in March. The recently released U.K. version, Pro Evolution Soccer, has certainly received rave reviews.



### Chris Edwards Aggressive Inline

Craving an inline game on your PS2? Acclaim's hoping is that this summer it aims to put the nearly dying inline fad into game form for all the hangers-on. You'll have the chance to play as one of eight pro inline skaters you've never heard of, bearing names for the nimble tongued: Eito Yutoko, Jaron Grob and Taig Khris. There are nine levels, a park editor, 10 different multiplayer games and a soundtrack that features Limp Bizkit, Black Sheep and Saliva.



### Digimon Battle Arena

Not to be outdone by the success of the GameCube's Super Smash Bros. Melee, Bandai is rounding up its most popular Digimon characters from all three seasons of the cartoon and setting them head-to-head in a test of strength, skill and cunning. Multilayered arenas provide for a variety of combat settings, and a "Digivolved" version of each combatant allows for a temporary, across-the-board power-up. Two players can battle when the game is released in late February.

# FATAL FRAME

**HANDS-ON PREVIEW**

### Picture this

Formerly known as Project 0, Tecmo's Fatal Frame creeps our way this March, offering a photo-fetish twist on the survival-horror genre. As the lovely Miku, an amateur photographer with a spirited sixth sense, you'll explore the ancient haunted Hinuro Mansion in search of your effeminate journalist brother, who is investigating the mysterious decapitation deaths of previous journalists to enter the mansion (is the developer hinting at something here?). Miku's psychic perception reveals a house full of horrifying ghosts that lead her to investigate the grisly murders committed within the mansion. Armed with just an antique camera and a flashlight, your only option is to annihilate the wraths with flash photography. Fatal Frame's artistic film-noir visuals, complete with ghostly flashbacks and black-and-white sequences, create a continuous tension that makes Silent Hill feel like Disneyland. You'll spend your time creeping along hallways, "flashing" ghosts, solving puzzles, and seeking Kirie, the spirit leader, eventually discovering how to lift the curse from the haunted mansion. Fatal Frame masters the sensation of fear and claustrophobia with tight angles, high-contrast lighting, and the offering of only a camera as a survival tool. It's a Kodak moment we guarantee you'll need the lights on for.



# GRAN TURISMO: CONCEPT

Let's hope it comes here too

Right now, giving you more screens from *Polyphony*'s incredible-looking most recent project might seem like a cruel tease—no U.S. release is a guarantee. The game is out in Japan, though, and our Eastern car-loving friends are currently enjoying the delights of hurtling around in a variety of crazy-looking concept cars. Most exciting about GTC if you believe the "Skyline" is the supercar of the PlayStation generation" schtick) is the new GT-R concept, which packs the power of Nissan's super-brute into a smaller, cooler and almost Z-car-looking package. Try not to be disappointed by the handling, though; it may look cool, but it handles like a plank of wood. Also, salivate over race-spec cars previously unseen, and the tracks that have been altered from GT3. Gameplay slightly differs from the usual Arcade mode in GT—this time you have to "earn" the cars as you race, and there is a license-based system for unlocking cool stuff. Think of it as halfway between the Arcade and Sim modes of GT3.



## Alpine Racer 3

While the previous Alpine Racer games were only found in arcades, Namco's third installment is designed with the PS2 in mind also. Incorporating both snowboarding and skiing gameplay, it focuses more on tricks than the previous titles. A major boost in the visuals department is evident, partly due to graphics modeled directly after real satellite data. AR3 hits Japan in spring, but it may never come to the States due to the numerous such titles already on the market.



## Bay Shore Midnight

From Genki, the folks who handle the Tokyo Xtreme Racer games, comes this new highway battle racer that hits Japan in March. Based on a popular Japanese comic-book series, gameplay closely resembles the TXR series in that you again must deflate the egos of those you race against—except this time around, the character personalities come more into play. The game features an iLink mode for multiple-TV gaming, and also supports the GT Force controller.



# ACTION



Wild Water Racing: Blast through the waters of Bali, Java & Uluwatu, the Great Barrier Reef, manuever through the canals of Venice, become one with the elements as you throttle a zodiac over water that looks so real you'll need a wetsuit. Jump waves, fly over ramps and smash through the windows of a waterfront residence. Battle your way to the finish line through 42 incredibly detailed courses all around the globe.

[www.gospashdown.com](http://www.gospashdown.com)



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"the best-looking, best-controlling and  
best-playing water-based game ever." - PSE2



"Hands-down the best looking water  
in a video game." - IGN.com



"a fine balance of ultra-realistic  
water physics with easily  
mastered control" - PSM



PlayStation 2

**SPLASHDOWN**

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# TOMB RAIDER:

# TOMB RAIDER:

# NEXT GEN THE NEXT GENERATION

If you had to pick the biggest video game franchise of the last decade, Tomb Raider would be a leading contender.

The size of Lara Croft as an asset is directly proportional to the prodigious size of her own primary assets. The Tomb Raider series has sold over 25 million copies worldwide to date on five platforms since its debut on Sega's Saturn in 1996.

Lara's second outing remains the best-selling video game of all time in her native market, the U.K. And Sony itself accepts that in a worldwide sense, the definitive PlayStation game in its crucial early years was Tomb Raider. Which is why it was somewhat disconcerting that the words "We wanted to finish at Tomb Raider II" greeted us as we tucked into tea and biscuits in the office of legendary Core Design Operations Director Adrian Smith.

We're in the shadow of Pride Park, ground of U.K. soccer team Derby County, where a small office block plays home to Core Design, the developer responsible for introducing tingling sensations to millions of prepubescent nether regions. *OPM* is the first magazine in the world to be allowed within its hallowed walls to see Lara reborn—literally—on our favorite next-generation console. And Adrian is obviously feeling the need to get things off his chest.

"We always knew TRII would be the most successful game—and it was. Tomb Raider III we changed significantly mechanically and I don't think it was the best game we produced. Technically, we pushed it a long way but we probably changed too much in response to consumers. It was too hard and too confusing, we put our hands up, we know that. Four was difficult because it was definitely the last game as far as we were concerned."

There's no doubt that after the success of the first two games, Core was under enormous pressure from publicly listed U.K. publisher Eidos to continue the franchise—and swell its shareholders coffers accordingly. But the pressures of time culminated in increasing dissatisfaction from both Core and the general public itself.

Core's answer to the pressure?

by Tim Ponting



# TOMB RAIDER:

## FIVE GAMES: IS THREE TOO MANY?

"Five games in five years is a logistical nightmare—and we'll never do it again," declares Adrian adamantly. But inevitably, with the arrival of new platforms, the pressure was on once more. If nothing else, Sony would dearly love its latest console to receive the magic caress of Lara Croft just as PlayStation did five years ago.

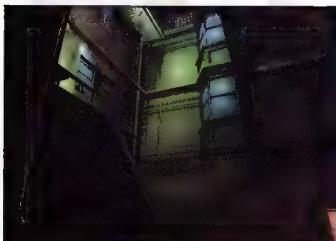
"Put two and two together and you'll realize there was enormous pressure to do another game on the new con-

soles. But we didn't actually want to move the storyline further; Lara to all intents and purposes was dead...and hey, guess what, now she isn't! But when we started thinking about Tomb Raider: Next Generation at the end of The Last Revelation, we began to come up with something very different."

The air of excitement at Core is palpable—and speaking as a journalist who met with somewhat listless teams working on the last two Tomb Raider games, the change

is conspicuous. The opportunities the PS2 and the current generation PC platforms afford are being grabbed with both hands. But it's less the technology than a whole new story—and a side of Lara the gamer has never seen—which has inspired Adrian and his team.

"We didn't want to come out just with 'a better-looking Tomb Raider.' By virtue of the fact it's got Lara in it, and it's going to have Tomb Raider in the name, it's always going to be 'a better-looking Tomb Raider.' But that's a big



Real locations in Paris were used to model many of the game's environments to make them feel extra gritty.

## A LEGEND IN THE MAKING

Lara Croft has come a long way since her conception in the fertile mind of original Core artist Toby Gard way back in 1995. Since her first public appearance at E3 in 1996, she has become one of the first video game characters to truly break out of the fetters of the video game business.

Worldwide, Lara Croft rapidly became a pop-culture icon. In fact, it's easy to forget how quickly it all happened. It was in June 1997 that she appeared as cover star on influential U.K. style magazine *The Face*. In the same year, she supported U2 on the band's PopMart tour, appearing on giant video screens around the world, and the comic book *Witchblade* featured a special Lara crossover.

Shortly after the release of the second game in November 1997, Paramount lunged successfully for the

movie rights and Lara's future as a megastar was assured.

Lara's character has developed physically through the series. When she was first conceived, she consisted of just 500 polygons. Tomb Raider II saw the arrival of the flowing pigtail, and, ahem, a more fully rounded figure. By the third outing in 1998, her repertoire of moves had been increased, but in the fourth game came fully skinned joints, a more detailed face and the most rounded chest of all.

So where now? Interestingly, the team feels she's reached her ideal "poly weight." Jerr O'Carroll, one of the animation team, explains: "We've now gone from 500 to 5,000 polygons. We could easily make her out of 10,000 if we wanted to, but we don't. We actually want a silly pointy nose—we want that feel."

Adrian Smith continues: "The original game set its own distinctive style, which arguably the later games lost. So we went back to those basics, asking Mark Donald, Lara's animator, to take her clothes off and remodel her. We looked at her for a long time, naked—so to speak—with her shorts and green top because that image was so locked in our minds. The strange thing is that if you look at her backside in jeans, without her guns and her holsters on, the difference is amazing—you discover she's actually got no bottom."

So that's what Core management does on a lazy afternoon. "It's pretty scary that a bunch of blokes like us are deciding what Lara's going to wear. We go through lots of women's mags. Don't we guys?"



Tomb Raider



Tomb Raider II



Tomb Raider III



Tomb Raider: The Last Revelation



Tomb Raider: Chronicles



Tomb Raider: The Next Generation

problem with PS2: There have been too many 'good-looking sequels.' When we went from the old platforms to PlayStation, we went from 2D to 3D and the whole game mechanic changed. There's no new direction we can take now—gamers have all seen 3D games. We're very keen to make it different; but you have to be careful, because if we change it too much it could backfire horrendously."

An older PS2 audience means Core has the chance to be more gruesomely creative, allowing themselves to give Lara a dangerous edge. This game is grittier and darker than its predecessors. And at last Core has taken a Lara-scale leap from temples and tombs to more open, free-roaming environments. Adrian explains how Lara has moved on.

#### REINVENTING LARA

"She's squeaky clean; in fact the background we invented for her was completely tongue in cheek—we never thought it would stick. But it did, and it has come back to haunt us. We can't change that—that's who Lara is, that's the character people relate to. Instead, we decided to put her in a position that was very alien to her and would change her behavior accordingly."

After much soul searching, the team decided that Lara should be framed for a crime she didn't apparently commit—although you're never quite sure of her innocence.... As the game opens, Lara is in a very compromising situation, and looking to an event in the future that has yet to come to pass. Before you know it, Lara is on the run—from the police, and her own fame.

"Because she's famous and everyone knows her face," Adrian explains, "the whole world has become her enemy. It's great for us, because the police are after her and whoever may or may not have framed her is after her; but she still isn't going to kill innocent people, so this gives us a new game mechanic instantly, avoiding being caught while finding out what's happening to her. She's in Paris, she hasn't got a gun; I've got to be stealthy, keep my head down, get to certain places, and talk to the right people." It's a testament to the passion the team feels for the character that all of them constantly slip into the first-person when talking about.

At the climax of the Last Revelation, Lara has endured a near-death experience, so she all but hangs up her guns and slips into something more comfortable than a pair of holsters, blood cramping-tight shorts and—well, you know about that top.

But a phone call from a well-known Tomb Raider character (I'll leave you to figure it out) leads her to Paris to help hunt down a series of five paintings from the 14th century by an artist known simply as the "Obscure Painter." From here, the story rapidly descends into the darker underbelly of Parisian lowlife. Lara, dressed in jeans and casual top, weaponless as the day she was born, gradually begins to piece together the events unfolding around her.

"People may end up categorizing the beginning as being like Metal Gear, but it's really more like a traditional Monkey-Island type adventure game; don't get caught, find out information, get to places, meet people, take one of a number of multiple routes to goals. We've never really done that in Tomb Raider. You'll be given clear direction, all the time you'll be pushed toward a certain key place..."

The second section of the game sees Lara breaking into the Louvre. Adrian explains: "She's not going to be able to do that in jeans and a T-shirt. She's got to get toolled up, so she gets involved with the Underworld. It's turned nasty: Her face is in the papers and she has to get on the wrong side of the law to get the gear she needs."



Once inside, Tomb Raider fans need not fear that Core has abandoned the gameplay they loved. As she descends into the depths of the museum and caverns beneath it, dexterous leaps, switch flicking and mind-bending puzzles form the core of the game, traditional Raider style. And it's here that Lara meets Curtis Trent.

#### WHO WEARS THE PANTS?

Oh yes...Tomb Raider now has a second playable character, a goatee-bearded, suave but hardened adventurer. Curtis too is on the trail of the five paintings, but for his own reasons. He is the last descendant of an ancient lineage, dedicated to the confinement of a monstrous 14th-century alchemist called Eckhardt, who escaped his captors during the second World War and is somehow involved in the spot of bother that has engulfed our Zeppelin-chested heroine. Curtis, who had previously walked away from his historical legacy, has now dedicated his life to the recapture of this ancient evil.

Curtis is a more action-oriented character than Lara. He wields a throwing blade known internally as his "Frisbee," and has certain powers that can be brought into play. Core clearly has great things in store for the character: The company has even started development of

Unlike the previous five Tomb Raider games, the new game will have much more of an adventure-game feel and environments will be far more richly detailed than before. All major locations were planned in minute detail before the graphics were created. The result has a lot in common with the new generation of "true" adventure games, rather than just the action-style gameplay we're used to from Lara.

a game in which he stars, temporarily on hold until the current title is completed.

The uniting of Lara and Curtis sees them leave Paris and descend on the Strahov Complex in Prague for the third and final section. Without wanting to give too much away, this is the most gruesome location Lara has visited in her illustrious career. Eckhardt's followers have been creating hideous mutant hybrids in an attempt to resurrect an ancient race, the Nephilim, beings that according to legend are descendants of an unholy union between man and angel.

"Prague is a lot more action-oriented, featuring joint Curtis/Lara gameplay, both together," says Adrian. "The Strahov is a big medical institute and there's really scary shit happening deep down in the cellars. Curtis' strengths come to the fore, more brawn than brains."

# TOMB RAIDER:

Judging by the concept art and monstrous animations Core revealed to us, Tomb Raider inserts a large disemboweling hook into the horror genre. Bizarre baboon hybrids consume entrails from a dead body before scuttling into the ventilation system; and a hideous—and enormous—beetle-like creature holds a woman in its belly, controlling its every movement.

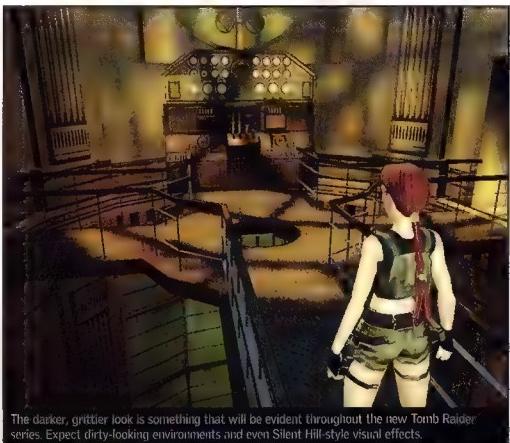
We've revealed just a fraction of the plot so as not to spoil the enjoyment of what is clearly set to be the most story-driven of the Tomb Raider outings. Indeed, you'll only uncover a fraction of the plot within the game itself. The team has clearly learned from past mistakes, as Adrian reveals.

## ANOTHER FIVE GAMES

"The story behind Next Generation is probably the most complicated ever. And the consumer won't even understand it all after playing the game. What we said this time around was, 'Let's assume from day one we've got to do a second, third and

key information.'

Just as you can watch 20 key episodes in *The X-Files* to follow the plot, so only a fraction of the new Lara Croft universe will need to be revealed to the gamer for him or her to enjoy the new Tomb Raider series. "The other reason for creating an epic story was because we'd always hoped that a lot of this information would become available to the player through other media. Maybe, and I say maybe because of infrastructure issues, you will be able to find out extra information about Curtis, or Eckhardt, or the Nephilim on one or more Web sites. There's been a lot of speculation that we were going to release Tomb Raider games episodically online. For us, it's episodic because we write it as episodes; but we never perceived that you would download the second game online, for a number of reasons. Number one, it just about fits onto a DVD, and number two, the infrastructure isn't there—certainly in the U.K. We thought additional background information was the best way to use online to enhance the



The darker, grittier look is something that will be evident throughout the new Tomb Raider series. Expect dirty-looking environments and even Silent Hill-style visual effects.

## "The story behind 'Next Generation' is probably the most complicated ever."

fourth game.' Rather than write the first game only, we wrote the whole book; the games are like chapters. We have plots for five titles, all based around the themes introduced in this first game. We're going to open up lots of things.... We love the funny man with a suitcase in Half Life you could never get to. Likewise, we introduce lots of new characters along the way who may tell you stuff—and you never see them again. At some point in a later game, what you've been told may turn out to be

game experience and a more viable prospect with things as they stand. It's almost like reading a book at the same time as playing the game."

As well as broadening the scope and exploring a darker side of Lara, Core has also taken a fresh look at how the player can influence Lara's character development. This could have been as simple as letting him dress her (or perhaps undress her?). But no, the team wanted to go further

than that. A complex ability system has been introduced, which in simple terms allows Lara to improve her skills the more they are called upon.

"It might transpire that Lara can't hang off a ledge for long because she hasn't got the strength. But if she keeps doing it, her strength improves, and she'll be able to do it for longer in the future. You might become faster at running and be able to get through a door before it closes and so

on. You won't have to explore this aspect of the game, but if you don't, you'll only be able to play about 60 percent of what's there. The other 40 percent will be accessible after building up certain ability combinations, so you'll be rewarded with more gameplay."

Planning and testing how the different ability combinations change the path players may take through the game in a free-roaming environment has proved a consid-

## LARA: SLAVE

Over the years, Lara has blessed more products around the world than you can imagine. You've seen the shelves at Wal-Mart laden with Lara merchandising, from figurines, collectible cards and clothing, to T-shirts, hiking boots, watches and thermos flasks. But you may not be quite so aware of the more unusual tie-ins that have seen the light of day—or nearly—around the world....

### Lara and Lucozade

The makers of the U.K.'s leading energy drink decided Lara was the ideal vehicle for their product, with her daring do attitude and amazing level of fitness.

They filmed a series of highly rated TV ads in CGI starring our favorite heroine. In one, Lara is pursued by slavering dogs

and a fat, chainsaw-wielding "primitive" suddenly, you hear a voice shout cut, and the fat bloke whistles the dogs to heel, then starts talking in a less-than-masculine fashion as he sits down and shares a Lucozade with the prostrate Lara. OK, so you have to watch it....

### Lara and Bimbo cakes

One of the best-known brands of confectionery in Spain pant-wettingly founders in the English-speaking world with the product name "Bimbo." [They're rather tasty actually, a bit like Twinkies.] One of their biggest advertising campaigns in the company's history featured Lara. Bimbo cakes? Lara? Surely some mistake.



### Sola Wetsuits



With Lara's stinky harpooning costume came a marketing tie-up with Sola wetsuits. And in Australia, Boite sunglasses couldn't get enough of Lara's pert nose.

### Lara socks and boxer shorts

Leading "posh" U.K. retailer Marks and Spencer seemed convinced it's rather upmarket audience would fall over each other to buy Lara socks and boxer shorts. Let's face it, as an adolescent kid it's the closest Lara would ever come to your private parts.

### Lingerie

One that didn't quite make it past the starting blocks—apparently Elle McPherson's lingerie company was rather

keen to produce a line of Lara-branded underwear. Rumors that it instantly gave all women a double-D cup probably are untrue.

### Limited Edition Land Rover Defender



Land Rover produced a limited-edition off-roader after the release of the movie...over 100 of them, in fact. It wasn't identical to the Land Rover in the movie, but it was pretty close.

### Blow Up Doll

Another one that never made it past the initial approach—a leading manufacturer of, er, educational blow-up latex figures offered a vast sum to license Lara as a model for their latest fully bendable mail-order item. Complete with...well, you can figure it out. Can't imagine why Eldos would want to turn this one down.





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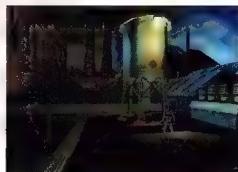
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# TOMB RAIDER:



erable challenge. In fact, technically, the sheer size of the Paris setting has given the team a massive headache.

"Originally the game was going to consist of four locations, but it was just too much. We underestimated the level of detail and the quantity of work. Our problem is that Lara can go anywhere: If she climbs a 10-story building, she's got to see Paris disappearing into the distance—it's all got to be real. We've had to build scenery objects that are a mile back that you never get more than 10 streets close to. But then we always knew that, when we said we decided to go this way. We wanted the begin-

ning to be totally different, and it is! It would have been so simple for us to have started the game with Lara standing in front of a temple."

## GETTING TECHIE

You get the impression that despite the benefits, there's some regret in hindsight at the enormity of the task. Core has had to develop and refine its world-building tools to be able to get a single team of artists and programmers working in tandem on the huge Parisian environment. The level is divided into zones within a massive reference file

in which each artist can drop his or her buildings.

"If you tried to load the whole file at once, it would take around eight hours," says Adrian ruefully. This is in part due to the fact that the team has been at pains to maximize the number of polys in use no matter where Lara is. The vista from a rooftop overlooking Paris might use 200,000 polygons, but equally the interior of a pawnbroker's shop might also use 200,000.

A great deal of effort has gone into making the locations as realistic and atmospheric as possible. "We sent the team over to Paris to research the design. Within two days they got thrown out of the Louvre for taking photographs because [security] thought they were planning a robbery, and [they] nearly got beaten up by a pimp, because they were taking pictures in a seedy area and he thought they were working for the police!" claims Adrian.

As far as we know, there are no members of the Core team currently scraping Lara's buxom form on the walls of a Parisian cell. What we do know is that the locations look stunning, both in concept art and in-game renderings. Players might find themselves crouched under the buttresses of the Louvre, clambering through a railway siding or inside a church converted into a nightclub. And in all cases, it's the lighting that makes Next Generation so compelling. Andy Watt, Tomb Raider's producer, loads a courtyard into the PlayStation Tool. In its raw textured form, it looks detailed but uninspiring.

"You can see how bad it looks until! Now, let's add the light mapping, then the shadow mapping, and finally dynamic lights." Andy toggles switches and the scene comes to life. "The difference is dramatic. But as I'm sure you're aware, the problem with this is that we're drawing four textures. We also want a bit of interaction in there as well, so we're experimenting with putting moving masks on top of that. All that technology exists now."

On PC, Core's primary development platform, the game will utilize all the features of NVIDIA's GeForce 3 graphics cards. "Plus we have some of the cards that haven't been released yet," insists Adrian. The team is currently, painstakingly, testing and adding in the graphical features on the PS2 version one by one to ensure the

## GIRL ON FILM



Mention Lara Croft: Tomb Raider in the Core Design offices and you'll see nervous glances exchanged between the various staff members. It's safe to say that in many ways the movie didn't quite turn out as people expected. Adrian is surprisingly upbeat about the entire experience, however.

"The people we dealt with directly were very nice, like Lloyd Levin [producer], a wonderful bloke. Working with people like him again will be great. I think overall the movie has been a fantastic experience for us. Did it end up how we thought? Well, I don't know. I've still got hundreds of hours of footage and I tell you what, there's a great movie in the raw footage. The first time I saw the final movie was at the premiere, and... 'His voice trails off accompanied by a grimace.'

The first time around, the Core team clearly felt somewhat sidelined. He tells the story of arriving at the premiere at the same time as Angelina Jolie, only to be escorted rapidly from the red carpet by the security

guards. "You are held in total and utter contempt by the movie industry to tell the truth; you are a total nothing, and it's very, very funny: There we were being escorted off and it was the property we generated in the first place!"

With the sequel, it's clear that at the behest of the movie company itself, Core will have a wider involvement.

But it doesn't extend to linking the plots of the new game and the movie, though Adrian does let this slip: "Their new bloody movie script is almost ours!" He qualifies: "We

didn't make any links between the original movie script and the game and we haven't

done it with this [game]. We view them as different things, though the movie was very true to the game—it was Lara, going into temples and tombs, looking for lost artifacts. It's been immensely successful for them, and I tell you what, they're gonna get the new one right. We were very humbled by the first one, because it was Hollywood, but now I think they've realized we do have a lot to offer."



©2001 Paramount Pictures. All Rights Reserved

platform is capable of handling them. "Light mapping is very expensive," explains Andy. What will definitely be in there is extensive fogging effects and the use of graphic noise ("We love that Silent Hill thing!"), especially in the darker scenes. "It gives it that grainy feel," explains Adrian. They're also experimenting with dynamic lighting effects: We've shown a demo where Lara has a flashlight beam emanating from next to her, um, chest. "Look—it comes out of her bottom when she bends over," Adrian crows.

#### CHARACTERS WITH CHARACTER

Moving around the Core Design studios, we get sneak previews of several of the in-game characters under development. "We do a character sheet for most of these guys, the main people whom you'll meet," explains Jerr O'Carroll, one of the animation team.

## "It would have been so simple for us to have started the game with Lara standing in front of a temple."

He shows us a fabulous fat guy, whose gut bounces up and down convincingly as he moves. "Too many pies." The facial detail level is high, but within the constraints of the Tomb Raider look.

Eckhardt himself is a particularly dark character. He sports a wooden cyber-arm laded with bolts and metal strips, with almost a "steampunk" feel. "People have said he looks a bit like Jack Nicholson," claims Adrian. It's all in the eyebrows....

The speech animation and lip-synching will be improved in the new game, too. The animator first creates a small number of key facial shapes—typically four, going

up to seven or eight if the character has lots of speech and multiple emotions. Core has written a revolutionary utility that calculates the basic lip-synching automatically when the animator drops the voice recording onto the character. It requires minor tweaking but saves a huge amount of time and effort.

Lara is blessed with a number of new animations and moves and as a result there will be some new controller assignments, but the team has ensured that the basic system is exactly the same, so players won't need to learn new ways of doing old combinations. In fact, all the animators have joypads sitting on their desks—they can check how the animation "feels" in response to the controller as they work. Curtis obviously has his own special moves, but shares the same controller assignments as Lara when she has similar moves.

So what is Lara's latest epic going to be called? No one

as of yet is quite sure, but Adrian Smith is adamant about one thing: "We created a game called Tomb Raider. It isn't 'Lara Croft.' In America, the research shows that the name Lara Croft is better recognized than Tomb Raider. And they always go on about how the movie has made that so. Of course the movie was going to promote Lara Croft more than Tomb Raider! Lara is Angelina, and that's their asset, it's tangible. In the U.K. people know the game Tomb Raider and Lara Croft as one. We've gone through hell over the name, and we're still going through hell, but the working title, 'The Lost Dominion,' it will not be! But don't worry, it will be 'Tomb Raider: Something'....



As well as the real-world elements of Lara's new predicament, the fantasy side of things plays just as important a role as ever before. The world she explores is full of crazy creatures, machines and environments, but it's all presented in a much moodier fashion this time. Check out the cool lighting in the image above.

## SOUND INVESTMENTS



WireImage/Steve Granitz

The team is clearly aiming for the top when it comes to the audio that will bring the new Tomb Raider game to life. Angelina Jolie's management has been approached to see if she can be persuaded to provide the voice, though this seems extremely unlikely. On the wish list too is Sir Anthony Hopkins for the voice of Eckhardt—what would we give for this one to happen? Again, it's unlikely, but within the realms of possibility if Core can pull the right strings.

On the scoring side, Paramount has tented its support in recruiting a top-notch film composer for the sound-



WireImage/Jeff Vespa

track. Adrian and the team are big fans of the epic quality lent to such games as Metal Gear or the Final Fantasy series by their soundtracks, and it seems likely Next Generation will have a massive—and atmospheric—score.



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## THE FINAL SCORE



We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

## Meet the critics



**JOHN DAVISON**  
The boss has been actively encouraging us to destroy joypads for our test this month, leading the pack by driving his car over one.



**JOE RYBICKI**  
With the holidays behind us, Joe is looking forward to some free time in which to 'freakin' finish MGS2 already! Geez.



**GARY STEINMAN**  
Gary spent the month frolicking with the cactuars in Sanubia Desert, ever hopeful that his virtual crush Rikku would wander by.



**CHRIS BAKER**  
When Chris' friend Beau threw the garter at his wedding, the new thing C-Bake knew it was headed straight for him. So he ducked



**TODD ZUNIGA**  
With High Heat 2003 on the horizon, Todd is aglow with baseball enthusiasm. Or is he merely enthused because of Valentine's Day?



**SAM KENNEDY**  
Lately Sam and his girlfriend have been facing off in nightly matches of The Next Tetris for PS one. He won't say who wins most of the time

MAXIMO:  
GHOSTS TO GLORY

Less than the sum of its parts

Publisher: Capcom

Developer: Capcom Digital

Web Site: [www.capcom.com](http://www.capcom.com)

Seldom have I felt so conflicted about a game as I do about Maximo. Which, you know, isn't such a good position to be in when you're supposed to sit down and write an authoritative review. But I'll give it a try.

From one perspective, Maximo is a really excellent, exceptional game. The graphics are beautiful with lots of lighting and particle effects; great animation and

good character design—and the whole package runs at a flawless 60 frames per second.

Gameplay-wise, there are enough secrets, hidden areas, power-ups, special attacks and collectibles to satisfy any old-school platform fan. That's not surprising, considering that, though not strictly a sequel, this game can be viewed as the spiritual successor to the beloved *Ghosts n Goblins*. What is surprising is how well the 2D gameplay makes the transition to 3D and how faithfully the new developers were to the legacy. It's not just the armor/heath system; it's not just the boxers; it's not just the undead-bashing theme. The "feel" of the game just seems right, and I'm not sure that I can explain it much better than that.

But all these things I've just mentioned are really only ingredients thrown into this new-school/old-school stew.

Viewed individually, they make it seem as though the game couldn't possibly go wrong. But when you put all of these ingredients together, viewing the game as a whole, you find that the whole is somewhat less than the sum of its parts.

I think my biggest problem with *Maximo* is monotony. You

end up facing a veritable horde of undead, and you don't have to go too far into any level before you start to get pretty tired of seeing the same damn enemies in the same damn environments and dispatching them all in the same damn way (at least, that's how it feels to me). Oh, you can get plenty of fancy power-ups and new types of attacks, as I said



before—projectile attacks, new combos, magic enhancements, and so on—but you're likely to die before you get much chance to use them.

Yeah, this game is hard. And that's no accident; you can tell that it was designed to be challenging. One example is how almost nothing comes for free in the game. It costs 100 gold "Koins" to save, for example, and you'll need to collect 50 fairy-like souls to earn a Death Coin, which allows you to continue after your lives are exhausted. (Well, at the start of the game, anyway—after your second or third continue the price goes up to two Death Coins, and then to three, then four. So, basically, if



you're having a great deal of difficulty with the game, Maximo responds by making it *harder* for you. It's not really the smartest idea in game-design history, if you ask me.)

And it's not just the merit-based continue and health sys-

different from the potions, and it seems to make the whole system needlessly complex.

Anyway, while all this may come as a delightful challenge for the hardcore, old-school platform devotee, I'm fairly certain that newcomers or casual

## "In spite of the solid look and feel, it seems that there's something missing."

tems that are difficult. The game also throws a lot of blind jumps at you, an assortment of unexpectedly crumbling platforms, a wide variety of one-hit deaths, and a selection of enemies that can best be described as "cheap."

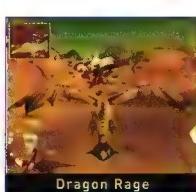
I'm also not too pleased with the health system. There are two types of health: potions, which add to your current health bar, and armor pick-ups, which add an additional health bar, but don't fill it up. I often found myself with a sliver of health in my current bar, whereupon I would pick up one of the ridiculously rare sets of armor to add a health bar—and then lose the armor immediately, after being struck by even the weakest enemy. The armor pick-ups, being as few and far between as they are, should have been designed to fill your health; as it is, they're scarcely

players will get frustrated fairly quickly by indestructible enemies and frequent, speedy deaths. And that's a problem.

The frustration is mitigated somewhat by the sheer technical competence of the game; it makes it easier to suffer repeated death when the game looks so great and controls just as well. But in spite of the solid look and feel, it seems that there's something missing, something significant. It's competent, it's technically proficient, but it just doesn't seem that fun to me. When I took a break from playing, sat back and really thought about it, I realized that I really couldn't care less if I never played this game again. And that's just not right.

Final Score **●●●**  
Joe Rybicki

**T** **Players: 1**  
**Memory Card: 335 KB**



### Dragon Rage

Publisher 3DO  
Developer 3DO  
Web Site [www.3do.com](http://www.3do.com)

I've been racking my brain trying to think of something about Dragon Rage that really stands out in a positive way. What I keep coming back to is that it would have looked great on the PS one. When that's the best thing you can say about a PS2 game, something's wrong.

Of course, there isn't anything that really leaps out as completely horrible, either; the game seems utterly unremarkable in every possible way. The graphics are wholly bland; the environments lack distinguishing characteristics; the controls are adequate but not noticeably good; the story is, well, there... but little more can be said about it. I think you get the idea.

In fact, only two things struck me as really memorable about this game, and neither is particularly good. First, the pixie who instructs you through the excruciatingly long training mission has a voice that sounds like every chain-smoking sorority girl I went to college with. (A midwestern American accent seems somehow out of place in a fantasy game; call me crazy.) The other thing is the method by which you earn your "Rage Attacks": You eat cows, and devour their souls, which are then traded in for a power-up. Once more, in case you missed it, cow souls. Where in the name of all that is holy did that come from?

Final Score **●●●**  
Joe Rybicki

**T** **Players: 1**  
**Memory Card: 62 KB**

### ESPN International Winter Sports 2002

Publisher Konami  
Developer Konami CEO  
Web Site [www.konami.com](http://www.konami.com)  
I don't care if the Olympics are around the corner or six months away, this is a game you must play if you like competing, challenging yourself, or speed-skating circles around your best friends. This game is an absolute hoot, and triumphs in almost every way over its summer counterpart.

Still, let me clearly state that this game is not for everyone. If you're a pick-up-and-play gamer, this one will cause you mild frustration before you even become competitive. Also, if you don't thrill at the idea of a bobbed speedster through a halfpipe, then maybe it's best you look elsewhere for your broomstick as soon as you figure out the rules.

It's worth working a couple hours of overtime for this doozy. The sheer madness of curling is worth \$30, and the other events make it well worth a 50-spot.

Final Score **●●●●**

Todd Zuniga

**E** **Players: 1-2**  
**Memory Card: 196 KB**



The biggest flaw of the game is



Godai: Elemental Force

**Godai: Elemental Force**

Publisher 3DO

Developer 3DO

Web Site [www.3do.com](http://www.3do.com)

Question: What do you get when you cross *Crouching Tiger, Hidden Dragon* with Eidos' horrific PS one game *Ninja: Shadows of Darkness*? Answer: flying crap!

OK, so maybe Godai: Elemental Force isn't *that* bad. But you know what? It sure isn't good. It starts off promisingly enough, with a high-quality rendered cinema that almost distracted me from the fact that the story didn't seem to make any kind of sense at all. Oh well, I figured, I'm sure it will all become clear in the course of the gameplay. But it didn't.

What did become (painfully) clear is that free-roaming 3D fighting games really require some very careful camera design, or else your character, **your enemies and your environments can become completely—and I mean completely—obscured by walls, trees, bushes, flames or just about anything else if you're particularly unlucky. Which I was, apparently.**

And it also became clear that if you want to give your character *Crouching Tiger*-style flying ability, you have to be careful with the level design, or else it might be possible for the character to simply fly over the heads of his enemies and breeze through the majority of the levels. Especially if there is no real benefit to engaging in combat, no significant incentive to come back down to earth. Which there isn't.

Oh, and then there was the revelation about dialogue: See, if you're going to have your character talk, it makes a good deal of sense

to record more than two or three lines. Otherwise things have a tendency to get a wee bit repetitive.

I could go on for days detailing this game's flaws, graphics, control, sound and a multitude of bug-tastic bugs. What's interesting, though, is that these don't render the game completely unplayable. No, it's not at all good. And it sure as heck ain't gonna win any awards. But it does serve well enough as a mild, brainless diversion—for a brief time. It works fine if you're looking to kill an evening with a game rental, but I can't imagine anyone being really satisfied with this as a purchase.

Final Score **●●**

Joe Rybicki

**TECH**  
 Players: 1  
 Memory Card: 99 KB
 

Godai: Elemental Force

**PAC-MAN WORLD 2**

Pac in the saddle again

Publisher Namco

Developer Namco

Web Site [www.namco.com](http://www.namco.com)

**C**lassic gaming buffs like myself have a special place in their hearts for Pac-Man. So any time a new game emerges starring gaming's first iconic character, our interest is piqued. In the case of *Pac-Man World 2*, all fans of platform games should feel the same way, too—even if they haven't the vaguest concept of the meaning of the phrase "Pac-Man Fever." Like the PS one game before it, *Pac-Man World 2* (now full 3D, not 2.5D) like its predecessor ranks among the finest titles of its genre on its system.

A huge component to the game's charm lies with the hero himself. Though his vocabulary extends no further than repetitions of "wakka," Pac-Man's constant grin—only ceased when a ghost or other servant of the game's antagonist, Spooky, has the gall to injure him—always keeps you in a good mood, accentuating the lighthearted atmosphere of his adventure.

And what a great adventure it is. While not entirely original throughout (expect worlds set around—say it with me—ice; fire, water and, to break things up a bit, forest), the platforming action captivates you for hours at a time. Cliché as the level concepts may be, the design of each leaves the majority of similar titles in the dust. The wintry levels best exemplify this, utilizing



the whole "ice is slippery" convention in brilliant, diversified ways. An ice-skating endeavor, for example, speeds you through a frozen cavern at speeds besting the likes of Dan Jansen and Bonnie Blair.

It takes a full mastery of Pac-Man's variety of moves to succeed (can't beat the Rev Roll)—I found the game's difficulty quite surprising. While you'll likely beat a few stages the first or second time through, don't be surprised if another handful take a good hour or two to master. Of course, much of that time depends on your commitment to collecting everything—fruits and Pac-dots abound, and you must collect them all to achieve 100 percent completion. You've also got a number of

Namco tokens to round up in order to unlock old Pac-games and a museum that houses, well, not having collected enough tokens myself, I have no idea. Something cool, I'm sure.

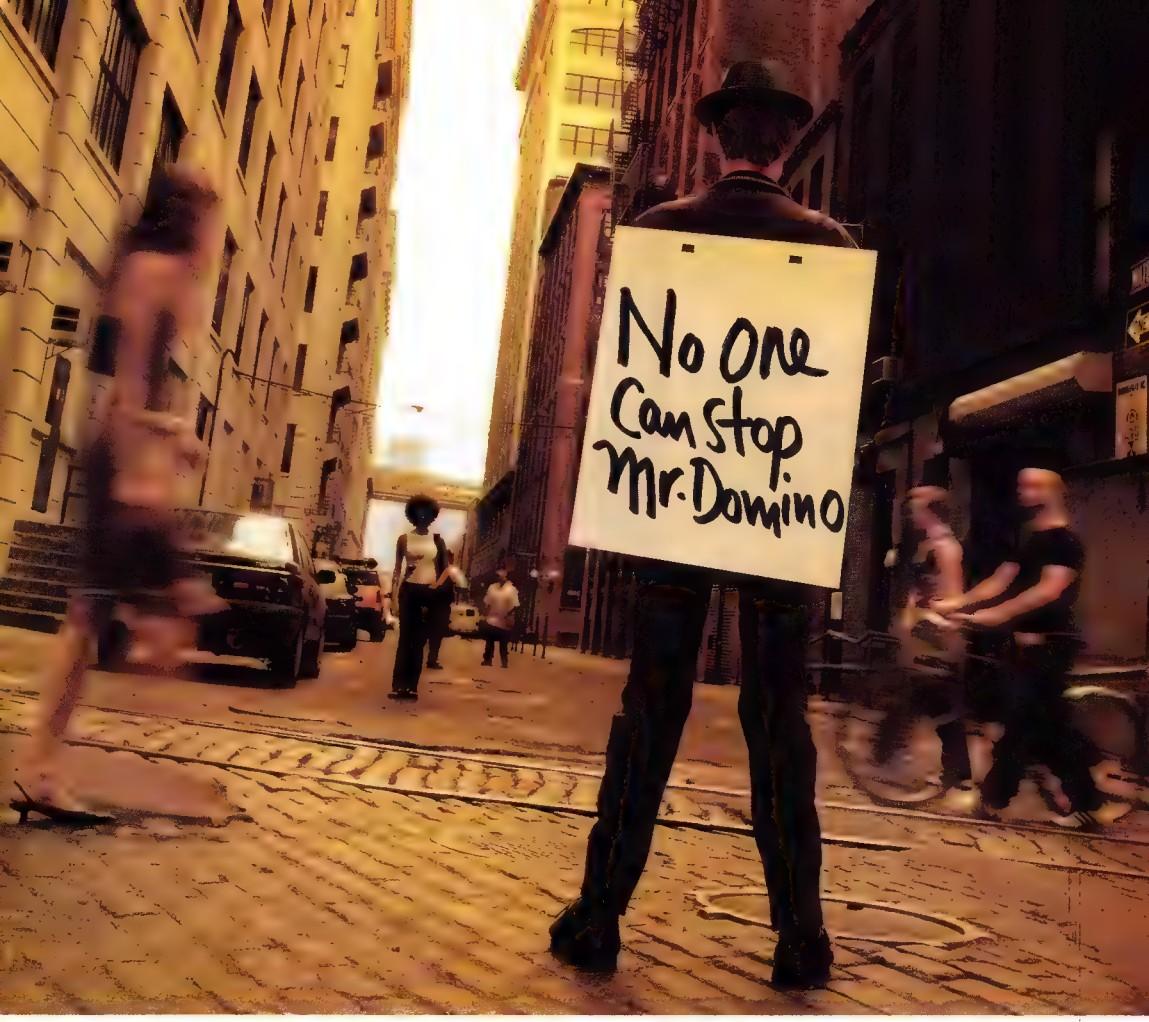
The old style of Pac-game play presents itself anew (as in the first *Pac-Man World*) via 3D maze romps featuring modern graphics. Thankfully, though, the original sound effects remain intact, just as they do throughout the core play of the game.

If only the camera were a little more helpful. On numerous occasions, a wall might choose to park itself behind Pac-Man and impede your view, and you have no choice but to take a (usually fatal) leap of faith. At times, it takes some serious work to get the camera where you want it, as it quite often locks itself at the most inopportune times.

But don't let that keep you away. There are dots to be gobbed; there are ghosts to be chomped. Enjoy your lunch! Final Score **●●●●**

Chris Baker


**TECH**  
 Players: 1  
 Memory Card: 80 KB



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Jonny Moseley Mad Trix



Jonny Moseley Mad Trix



The Legend of Alon D'ar



### The Legend of Alon D'ar

Publisher Ubi Soft

Developer Stormfront Studios

Web Site [www.ubisoft.com](http://www.ubisoft.com)

Right from the moment you first boot up Alon D'ar it's fairly obvious that this is an attempt at a console-style RPG from a developer with a background in PC game design. If the extremely generic-sounding fantasy storyline doesn't alert you to this, then the rather blasé character art surely will. But it's actually kind of neat in certain respects—this crossover seems to infuse the game with some concepts not normally seen in console RPGs. Unfortunately, there are so many inherent problems with Alon D'ar that any of these unique qualities are quickly overshadowed and it becomes abundantly clear that this was just a recipe for disaster.

than these skiers trundle down a slope while on their skis.

For a last-gasp breath of personality, Trix tries to go the sexual-innuendo route, but it's laughably desperate. The female skier is flexible in exotic ways. Big deal. Sounds like some needy gamers might find it amusing, but I certainly don't.

The best part of this game is the guy on the cover. And not even his Olympic credentials can save it from a catastrophic score. Bummer. Guess we'll have to wait even longer for a truly gnarly skiing game that's worth \$50. Because this isn't it.

Final Score **●●**

Todd Zuniga

Players: 1-2  
Memory Card: 48 KB



The Legend of Alon D'ar

So many gameplay elements that us console gamers have enjoyed for years are inexplicably lacking, making the entire game just an exercise in frustration.

The battles are a perfect example of this. The amount of character customization and the depth of your battle options is unheard of, and the fact that a second player can join in to control a party member is definitely welcome. The big problem though, is that the real-time battle system is such a mess that you'll get either incredibly bored or overwhelmed in no time. Weapons take time to charge up, leaving you open to repeat attacks from multiple enemies on the screen. I'm talking about constant attacks with no real form of defense. And healing during battle is basically useless, as you'll take hits even while chugging down your potions. And it doesn't help that the balance of power tends to skew sharply in the enemies' favor.

Unfortunately, things are just as bad outside of the battles. The massive landscapes you explore seem pretty cool at first, but boredom and frustration quickly set in as soon as you realize there's no map available—especially since your sight distance is so limited by the camera perspective. It's particularly annoying when you're faced with such mane challenges as searching for acorns all around the countryside. I mean, seriously, does that sound like fun to you?

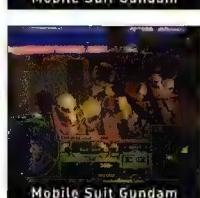
Final Score **●●**

Sam Kennedy

Players: 1-2  
Memory Card: 1052 KB



Mobile Suit Gundam



Mobile Suit Gundam

### Mobile Suit Gundam: Zeonic Front

Publisher Bandai

Developer Bandai

Web Site [www.bandaigames.com](http://www.bandaigames.com)

What a pleasant surprise Zeonic Front is! Having reviewed the clunky mess that was Mobile Suit Gundam: Journey to Jaburu just a few short months ago, I'm definitely allowed to say that Zeonic Front is simply *superior* than that previous effort. In just about every way imaginable—and now Gundam fans finally have something to look forward to on their PS2s.

But to anyone looking to pick this one up, be prepared to devote some serious time to the game because it's definitely not just a simple mech blast-a-thon. Similar to the Rainbow Six series, you're required to carefully plan out the routes for your missions and worry about a whole squad of team members rather than just yourself, so it's definitely got plenty of strategy involved. I felt it was almost to a fault at times—trying to keep track of your AI-controlled counterparts isn't always an easy task.

Thankfully, the controls aren't too bad (you know, for a mech game), and the graphics are actually quite pleasant (the Gundam units look incredibly cool). The story is pretty solid too, except for some really laughable translation errors that pop up from time to time (references to "New York" almost made me pee my pants). It's still pretty much only for Gundam fans though.

Final Score **●●●**

Sam Kennedy

Players: 1-2  
Memory Card: 553 KB

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3	Issue 3 December 1997 Cool Boarders: Bushido	\$10	Demo Disc playables: Crash Bandicoot 2, Rico, Armed Core, Madden NFL 98, Cool Boarders 2, Colony Wars
4	Issue 4 January 1998 Cool Boarders: Strategy	\$10	Demo Disc playables: MediEvil, Duke Nukem, Dr. Bragen's Draken Seed, G-Darks, Future Cop L.A.P.D., Galaxy Wars, Vengeance
5	Issue 5 February 1998 Alamora Strategy	\$10	Demo Disc playables: Bushido Blade, Vs. Star Wars: Masters of Teris Katis, Jet Moto 2, Cardinal SVN, Ghost in the Shell, Moto Racer, Test Drive 4
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7	Issue 7 April 1998 Resident Evil 2 Strategy	\$10	Demo Disc playables: Crash Bandicoot, Tomb Raider II, Crash Bandicoot Warped, Tenchu, Tai-Fu, Rugrats, Abe's Oddity, Draxx, Fencer Musashi, You Don't Know Jack
8	Issue 8 May 1998 Tomb Raider III Strategy	\$10	Demo Disc playables: MediEvil, Duke Nukem, Dr. Bragen's Draken Seed, G-Darks, Future Cop L.A.P.D., Galaxy Wars, Vengeance
9	Issue 9 June 1998 Alamora Strategy	\$10	Demo Disc playables: NFL GameDay '98, CART World Series, Frogger
10	Issue 10 July 1998 Alamora Strategy	\$10	Demo Disc playables: NCAA GameBreaker '98, Tomb Raider II, Command & Conquer: Red Alert, Crime Fighter
11	Issue 11 August 1998 Tomb Raider III Strategy	\$10	Demo Disc playables: Bloody Rose, Monster Rancher, Shrekwarriors, non-playables: Alamora, NBA, ShootOut '98, Saga Frontier, Mega Man Neo
12	Issue 12 September 1998 Elemental Gearball Strategy	\$10	Demo Disc playables: Bloody Rose, Monster Rancher, Shrekwarriors, non-playables: Alamora, NBA, ShootOut '98, Saga Frontier, Mega Man Neo
13	Issue 13 October 1998 Spyro the Dragon	\$10	Demo Disc playables: Metal Gear Solid, King of Kaiju, Reaver, Test Drive 5, Devil Dice, Brannwick Bowlers, Ninja, NFL Xtreme, Cool Boarders 3
14	Issue 14 November 1998 Metal Gear Solid Strategy	\$10	Demo Disc playables: MediEvil, Duke Nukem, Dr. Bragen's Draken Seed, G-Darks, Future Cop L.A.P.D., Galaxy Wars, Vengeance
15	Issue 15 December 1998 Crash Bandicoot Strategy	\$10	Demo Disc playables: Tomb Raider III, Crash Bandicoot: Warped, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo
16	Issue 16 January 1999 Tomb Raider III Strategy	\$10	Demo Disc playables: Silent Hill, Metal Gear Solid 2, Brake Frenzy Musashi, Apocalypse, T3 Fu
17	Issue 17 February 1999 Silent Hill Strategy	\$10	Demo Disc playables: Silent Hill, Metal Gear Solid 2, Brake Frenzy Musashi, Apocalypse, T3 Fu
18	Issue 18 March 1999 Spyron Filter Strategy	\$10	Demo Disc playables: Spyron Filter, Big Blue, Groove Shadow Masters, Fisherman's Ball, Alaju the Headless, No One Can Stop Me, Domina, Street Skater
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20	Issue 20 May 1999 Tekken 3 Strategy	\$10	Demo Disc playables: R4: Ridge Race Type 4, WCW/WWE Thunder Rollback, Warzone 2100, Rugrats: Search for Reptar
21	Issue 21 June 1999 Tekken 3 Strategy	\$10	Demo Disc playables: R4: Ridge Race Type 4, WCW/WWE Thunder Rollback, Warzone 2100, Rugrats: Search for Reptar
22	Issue 22 July 1999 Legends of Legoria Strategy	\$10	Demo Disc playables: Legend of Legoria, Legend of Lemmings, Contender
23	Issue 23 August 1999 Tekken 3 Strategy	\$10	Demo Disc playables: Gran Turismo, Tombraider, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasted, Speed Racer
24	Issue 24 September 1999 Tekken 3 Strategy	\$10	Demo Disc playables: Cardinal SVN, Vigilante 2, Final Fantasy, N2O, TOGA, Dead or Alive
25	Issue 25 October 1999 Tekken 3 Strategy	\$10	Demo Disc playables: Gran Turismo, Tombraider, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasted, Speed Racer
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27	Issue 27 December 1999 Tekken 3 Strategy	\$10	Demo Disc playables: Tekken 3, Turb Pro Racing
28	Issue 28 January 2000 Tekken 3 Strategy	\$10	Demo Disc playables: NFL 98, Tekken 3, Turb Pro Racing
29	Issue 29 February 2000 Tekken 3 Strategy	\$10	Demo Disc playables: Tekken 3, Turb Pro Racing
30	Issue 30 March 2000 Tekken 3 Strategy	\$10	Demo Disc playables: Tekken 3, Turb Pro Racing
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Final Fantasy VII, 3 Xtreme, Tiny Tale, Jade Cocon, Jacks 2, You Don't Know Jack, Centipede, Ultimate 8-Ball	\$10
<b>Issue 24 September 1999</b> Dino Cocoon Strategy Demo Disc playables: Um Jammer Lammy, Sled Stun, Chocolate Racing, Rogn, Monaco Grand Prix Racing	\$10
<b>Issue 25 October 1999</b> Final Fantasy VII Strategy Demo Disc playables: Metal Gear Solid, Wipeout 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World	\$10
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<b>Issue 27 December 1999</b> Crash Team Racing Strategy Demo Disc playables: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Bearers 4	\$10
<b>Issue 28 January 2000</b> Resident Evil 3: Nemesis Strategy Demo Disc playables: Dino Crisis, NHL Faceoff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem	\$10
<b>Issue 29 February 2000</b> Metal Gear Solid Strategy Demo Disc playables: Tomb Raider, Final Revelation, Super Cross Circuit, MTV Sports Snowboarding	\$10
<b>Issue 30 March 2000</b> GT 2 Strategy Demo Disc playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Hunters, Twisted Metal 4	\$10
<b>Issue 31 April 2000</b> Sage Frontier 2 Strategy Demo Disc playables: Colore Wars: Red Sun, Spider-Man: Edge One: Homer Attack, Hot Shots Golf, 2-Rollage Stage II, Geddo	\$10
<b>Issue 32 May 2000</b> Syphon Filter 2 Strategy Demo Disc playables: Medieval II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour	\$10
<b>Issue 33 June 2000</b> Fear Effect Strategy Demo Disc playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session	\$10

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*Psi-Demo Disc playables:  
Cool Boarders 2001, Ico,  
Klonoa 2: Lunatea's Veil,  
Gauntlet: Dark Legacy,  
Star Wars: Super Bombard  
Warrior, Portal Runner,  
Legacy of Kain: Soul  
Reaver, Spy Hunter*

*Dembo Disc playables:  
Spider-Man 2, X-Men:  
Mutant Academy 2, Barbie  
Explorer, Crash Bandicoot:  
WARPED, Spyro: Year of the  
Dragon, Twisted Metal 2,  
Syphon Filter 2, Tekken 3  
Video previews: Dragon  
Warrior VII, Syphon Filter 3*



E.T.



Men in Black



Men in Black



Sesame Street

### E.T. the Extra-Terrestrial: Interplanetary Mission

Publisher NewKidCo

Developer Digital Eclipse

Web Site [www.newkidco.com](http://www.newkidco.com)

Quick history lesson: The first E.T. game, released back in 1983 for the Atari 2600, was so very bad that it basically triggered the Great Console Crash. It was so odious, in fact, that Atari buried its massive (and massively expensive) overstock of E.T. cartridges in a New Mexico landfill. Now, this version of E.T. may not be quite that despicable, but it sure comes close. It's dreadfully ugly and unredeemingly unfun. Avoid at all costs.

Final Score 4

Gary Steinman

**Players: 1**  
**Memory Card: 1 block**

enemies bursting into globs of green when you, as Agent Jay or Kay depending on the mission, terminate them. However, I have to wonder how well a child could handle the somewhat complex controls. Of the five such settings available, only one resembled anything close to intuitive.

But once you get the hang of it, a reasonably fun 26 levels await you, each simple yet surprisingly well-designed. Some good voice work from the show's cast shines in along with some decent FMV cutscenes. There are less pleasant ways to protect the Earth from the scum of the universe.

Final Score 3 1/2

Chris Baker

**Players: 1**  
**Memory Card: 1 block**

### Men in Black— The Series: Crashdown

Publisher Infogrames

Developer Runecraft

Web Site [www.us.infogrames.com](http://www.us.infogrames.com)

The Men in Black cartoon that aired in the late '90s wasn't anything special. Still, if you had nothing else to do while it was on, you might have mildly enjoyed yourself for a half-hour. Appropriately, the game version (based on said cartoon, not the movie or comic book) offers a very similar experience. It won't wow you, but you could just find yourself having a good time.

Crashdown might initially take you by surprise with its genre—not many games based on cartoons take the form of a first-person shooter. Despite the Teen rating, the action remains what most would consider kid-friendly, with

### Sesame Street Sports

Publisher NewKidCo

Developer Realtime Associates

Web Site [www.newkidco.com](http://www.newkidco.com)

If you're in search of a perfect first game for your tyke gamer, this is a fine find. It's colorful, easy to navigate, and features the voices of the classic Sesame Street gang, particularly the voice of host Big Bird.

You can play as one of six lovable characters, and although the tasks are the same for each level, the characters each have their own vehicle, ranging from a unicycle to a Big Wheel. The best part is that the game sort of plays itself for kids new to the PS one.

Final Score 3 1/2

Todd Zuniga

**Players: 1**  
**Memory Card: N/A**

### PS2 Review Archive

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
10 Wheeler				Ghosts: Citizen Kabuto	Interplay	****	51
American Pro Trucker	Acclaim	****	52	Gitarres-Man	Koei	****	53
4x4 EVO	GOD Games	****	44	Gradus III and IV	Konami	***	39
Ace Combat 04: Shattered Skies	Namco	*****	51	Grand Namee 3: A-spec	SCEA	*****	46
The Adventures of Cookie & Cream	AgeTech	****	44	Grand Theft Auto III	Rockstar	*****	52
Airblade	Namco	****	53	Grandia II	Ubisoft	****	53
Aqua Aquia	3DO	**	42	Gungfrifron Blaze	Majesco/Sony	****	52
All-Star Baseball 2002	Acclaim	****	45	Hail-Hale	Working Designs	****	39
Arctic Thunder	Midway	*	50	Half Moon: Save the Homeland	Steria	*****	51
Armored Core 2	AgeTech	****	39	Heroes of Night and Magic:	Namco	****	51
Armored Core 2: Another Age	AgeTech	****	48	Quest for the DragonBane Staff	3DO	***	46
Army Men: Air Attack	3DO	****	44	High Heat MLB 2002	3DO	****	44
Army Men: Green Rogue	3DO	**	45	Ico	Sony CEA	*****	50
Army Men: Sarge's Heroes 2	3DO	***	45	Jade Cocon 2	Ubisoft	****	53
ATV Offroad Fury	Sony CEA	****	42	Jak and Daxter:			
Baldur's Gate: Dark Alliance	Interplay	*****	52	The Precursor Legacy	Sony CEA	*****	52
Bass Strike Virtual				James Bond 007:			
Fishing Tournament	TIIQ	*	51	Agent Under Fire	EA Games	****	52
Batman: Vengeance	Ubisoft	***	51	Jeremy McGrath	Acclaim	*	53
Bloody Rear 3	Activision	*****	47	Crossroads World	Crave	***	42
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Capcom vs. SNK 2	Capcom	*****	51	Kessen	EA Games	****	51
CART	Midway	*	47	Kinecta	Sony CEA	*****	50
Casper Spirit Dimensions	TDK Mediactive	***	50	Klonos 2: Lunata's Veil	EA Games	*****	47
City Crisis				Knockout Kings 2001	EA Sports	****	42
Coil Boarders 2001	Sony CEA	****	46	Legends of Wrestling	Acclaim	***	53
Crash Bandicoot	Universal	****	51	Lego Racers 2	Lego Software	****	51
The Wrath of Cortex	AgeTech	****	46	Le Mans 24 Hours	Infogrames	***	48
Crazy Taxi	Ubisoft	****	46	Madden NFL 2001	EA Sports	****	38
Dark Angel: Vampire Apocalypse	Sony CEA	****	46	Madden NFL 2002	EA Sports	****	48
Dark Cloud	Metro3D	*	49	MDK2 Armageddon	Rockstar	****	53
Dark Summit	THQ	****	52	Metal Gear Solid 2:	Interplay	****	45
Dead Mirro Freestyle BMX 2	Acclaim	****	50	Sons of Liberty	Konami	*****	51
Dead or Alive 2: Hardcore	Tecmo	*****	39	Midnight Club	Rockstar	*****	39
Devil May Cry	Capcom	*****	50	Mobil Soft Gundan:			
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Drake: The Ancients' Gates	Sony CEA	****	53	Moto GP 2	Namco	****	39
Driven	Bam Int.	*	52	Monster Rancher 3	Tecmo	****	50
Driving Emotion Type-S	Square EA	****	41	Motor Mayhem	Infogrames	***	47
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Dynasty Warriors 3	Koei	****	52	The Mummy Returns	Universal Int.	*	52
Ephemeral Fantasy	Konami	*	49	MX 2002 featuring Ricky Carmichael			
Escape From Monkey Island	LucasArts	*****	46	MX Rider	THQ	****	47
Extreme Ring	AgeTech	*	38	Nanco Museum	Namco	****	53
ESPN International Track & Field	Konami	***	59	NASCAR 2001	EA Sports	***	40
ESPN MLS ExtraTime	Konami	***	44	NASCAR Heat	Infogrames	****	47
ESPN NBA 2Night	Konami	***	42	NBA Thunder 2002	EA Sports	****	51
ESPN National Hockey Night	Konami	*	45	NBA 2K2	Sega Sports	****	53
ESPN Winter X Games Snowboarding	Konami	***	41	NBA Hoops	Infogrames	****	52
ESPN Winter X Games Skiing	Konami	***	41	NBA Live 2001	EA Sports	****	42
Skateboarding 2002	Konami	***	53	NBA Live 2002	EA Sports	****	51
ESPN X Games Skateboarding	Konami	*****	49	NBA Shootout 2001	Sony CEA	****	44
Evergrace	AgeTech	*	39	NBA Street	EA Big	*****	47
Evil Twin	Ubisoft	*	52	NCAA Final Four 2001	Sony CEA	*	41
Extermination	Deep Space	***	48	NCAA Final Four 2002	989 Sports	*	52
Extreme G III	Acclaim	*****	50	NCAA Football 2002	EA Sports	*****	48
FI 2001	EA Sports	*****	52	NCAA GameBreaker 2001	Sony CEA	*	41
FI Championship	Ubisoft	****	43	NCAA March Madness 2002	EA Sports	****	53
FI Championship Season 2000	Ubisoft	****	41	NFL 2K2	Sega Sports	****	52
Fantavision	Sony CEA	****	40	NFL GameDay 2001	Sony CEA	*	40
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FIFA 2002	EA Sports	*****	51	NHL Faceoff 2000	EA Sports	****	43
Final Fantasy X	Square EA	*****	53	NHL 2001	EA Sports	****	38
Formula One 2001	Sony CEA	*****	50	NHL 2002			
Forever Kingdom	AgeTech	*	53	NHL Hitz 2002			
Frequency	Sony CEA	*****	52	Okoze: Shadow King	Sony CEA	***	51
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## PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	
Project Eden	Eidos	****	52	WWF SmackDown!	THQ	****	52	Blade	Activision	****	41	Cool Boarders 2001	Sony CEA	●	39	
Q-Ball Billiards Master	Tekken 2	****	40	Just Bring It	EA Games	****	38	Blast Lacrosse	Acclaim Sports	****	48	Countdown Vampires	Bandal	●	32	
Quake III Revolution	EA Games	*****	44	X Squad	Koei	****	49	Blast Radius	Psygnosis	****	19	Cover Ops: Nuclear Dawn	Activision	●●●	34	
Rayman 2 Revolution	Ubi Soft	*****	41	Yanga Caballista: City Skater	2.D.E. Zone: The Enders	Konami	*****	44	Blaster Master: Blasting Again	Sunsoft	****	38	Crash Bandicoot 2	Sony CEA	*****	3
RC Revenge Pro	Acclaim	***	41					Blasto	Sony CEA	****	8	Crash Bandicoot WARPED	Sony CEA	*****	15	
Ready 2 Rumble Boxing Round 2	Midway	*****	40					Bloody Roar	Sony CEA	****	6	Crash Bash	SCEA/Universal	●●●	39	
Real Pool	Infogrames	*****	40					Bloody Roar 2	Sony CEA	****	21	Cringe Killer	Interplay	●●●	12	
Red Faction	THQ	*****	46					Blues Big Musical	THQ	****	46	Cross	Fox Interactive	●●●●	1	
Resident Evil - Code: Veronica X	Capcom	****	48	007 Racing	EA Games	****	41	Board Game Top Shop	Agetec/Al Games	*****	45	Croce	GT Interactive	●●●●	3	
Rez	Sega	*****	53	3Xtreme	989 Studios	●	21	Boomerang Fantasy Time	Atmos	****	19	Croce 2	Fox Interactive	●●●●	22	
Ridge Racer V	Namco	*****	38	40 Winks	GT Interactive	*****	28	Boomerang Party Edition	Vatical	****	38	Crossroad Crisis	Agetec	●	50	
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Silent Scope 2	Konami	*****	49	Aliens: Colonial Marines	Rockstar	●	23	Breath of Fire III	Capcom	****	40	Dead Mirra Freestyle BMX:	Acclaim Max	●●●●	47	
Slipseed: The Lost Planet	Working Designs	*****	40	Alien Resurrection	InforGames	****	47	Breath of Fire IV	Capcom	****	40	Maximum Remix	ASC	●●●	17	
The Simpsons Road Rage	EA Games	****	52	Alien Resurrection	Fox Interactive	****	38	Briegandine	Atmos	****	15	Dead in the Water	Tecmo	●●●●	8	
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Smuggler's Run	Rockstar	*****	39	Aliens: Colonial Marines	Konami	*****	32	Brown Sword II	Crave	****	27	Deathtrap Dungeon	Tecmo	●●●●	31	
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Splashdown	InforGames	*****	52	Are the Lad Collection	Working Designs	*****	52	Bullifer's Block	Jaleco	****	35	Diablo	Electronic Arts	●●●●	8	
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Star Trek Voyager: Elite Force	Majesco	***	53	Arcaid's Greatest Hits: Midway Collection 2	Midway	***	3	Bust A Groove 2	Enix	****	36	Digimon World 2	Bandai	●●●●	46	
Star Wars: Episode I - Super Bomberman Racing	LucasArts	***	45	Armed Core	Sony CEA	****	3	Bust-A-Move 99	Acclaim	●●●●	19	Dragon Ball Z: Dragon Seek	Nacon	●●●●	45	
Star Wars: Starfighter	LucasArts	*****	43	Armed Core: Master of Arens	Agetec	●●	31	Bust-A-Move 99	Natsume	****	17	Dragon Ball Z: Dragon Ball GT	Capcom	●●●●	25	
Street Fighter EX 3	Capcom	*****	39	Armories: Project S.W.A.R.M.	Acclaim	●●	35	Buzz Lightyear of Star Command	Activision	****	39	Dino Crisis 2	Capcom	●●●●	38	
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Superstreet Street Challenge	Activation	***	52	Army Men: Sarge's Heroes 2	3DO	***	40	Cardinal SVN	Sony CEA	●●●●	9	Dragon Tales: Dragon Seek	Nacon	●●●●	45	
Surfing H3O	Rockstar	***	40	Army Men: World War	3DO	***	34	CART World Series	Sony CEA	●●●●	3	Dragon Valor	Capcom	●●●●	38	
Swing Away Golf	EA Games	***	38	Army Men World War:	InforGames	****	38	Casper	Activision	****	39	Dino Crisis 3	Capcom	●●●●	25	
Tarzan Untamed	Ubisoft	*****	52	Final Front	3DO	●●	45	Citizens Around the World	Sound Source	●●	41	Disney's Dinosaur	Ubi Soft	●●●●	36	
Tekken Tag Tournament	Namco	*****	39	Final Fantasy VII	InforGames	*****	40	Castlevania Chronicles	Konami	*****	50	Donald Duck: Goli Quacker	Ubi Soft	●●●●	39	
Test Drive Off-Road: Wide Open	InforGames	*****	48	Final Fantasy VII	3DO	●●	39	Castrol Honda Superbike	Electronic Arts	●●●●	2	Downhill Mountain Bike Racing	Activision	●●●●	27	
Theme Park Roller Coaster	Bullfrog	*****	41	Farther! Ready to Race	The Learning Co.	●●●●	42	Cenipede	Hasbro Int.	●●●●	22	Dracule: The Resurrection	DreamCatcher	●●●●	48	
Thunderstrike: Operation Phoenix	Eidos	**	52	Assault	Midway	*****	15	Championship Motocross	EA Sports	****	33	Dragon Tales: Dragon Ball GT	Nacon	●●●●	45	
Tiger Woods PGA Tour	EA Sports	***	44	Atmosferos	Agetec	*****	16	Featuring Ricky Carmichael	THQ	****	25	Duke Nukem: Land of the Babes	InforGames	●●●●	40	
Time Crisis 2	Namco	*****	49	Atlantis: The Lost Empire	InforGames	****	53	Featuring Ricky Carmichael 2001	THQ	****	25	Duke Nukem: Time to Kill	THQ	●●●●	14	
TimeSplitters	Eidos Int.	*****	39	Atmosferos	SCEA	*****	48	Featuring Ricky Carmichael 2001	Mattel Int.	****	41	Duke Nukem: Total Meltdown	THQ	●●●●	5	
Tokyo Xtreme Racer Zero	Crave	***	45	Atmosferos	Acclaim	●●	39	Championship Motocross	Mindscape	****	23	Duke Nukem: Duke of Hell	Ebrelz	●●●●	29	
Tony Hawk's Pro Skater 3	Activation	*****	51	Auto Destruct	Electronic Arts	****	6	Championship Motocross 2001	THQ	****	41	Duke Nukem: Duke of Hell II	Electronic Arts	●●●●	27	
Top Gear: Dare Devil	Konami	***	41	Azure Dreams	Konami	****	19	Chicken Run	Eidos	****	41	Duke Nukem: Duke of Hell II Out	THQ	●●●●	41	
Top Gun: Combat Zones	Titan	*****	50	Backstreet Billiards	Asci	*****	15	Chocobo Racing	THQ	****	23	Duke Nukem: Duke of Hell II Out	Duke Nukem	●●●●	41	
Triple Play Baseball	EA Sports	***	45	Ball Breakers	Take 2	●●●●	36	Chocobo's Dungeon 2	THQ	****	21	Duke Nukem: Duke of Hell II Out	Duke Nukem	●●●●	41	
Tsunagan, Atorment	Atlas	***	53	Ballistic	InforGames	****	27	Clran Cross	THQ	****	36	Duke Nukem: Duke of Hell II Out	Duke Nukem	●●●●	41	
Twisted Metal: Black	SCEA	*****	47	Baseball 2000	Interplay	●●●●	21	Circuit Breakers	Mindscape	****	12	Duke Nukem: Duke of Hell II Out	EBIGZ	●●●●	41	
Tiger Woods PGA Tour	EA Sports	***	44	Baseball 2000	Interplay	●●●●	21	Civilization II	Activision	****	18	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
Time Crisis 2	Namco	*****	49	Baseball 2000	Interplay	●●●●	21	Clock Tower: I	Activision	****	18	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
TimeSplitters	Eidos Int.	*****	39	Baseball 2000	Interplay	●●●●	21	Clock Tower: II	Agetec	●●●●	28	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
Tokyo Xtreme Racer Zero	Crave	***	45	Baseball 2000	Interplay	●●●●	21	The Struggle Within	Agetec	●●●●	28	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
Tony Hawk's Pro Skater 3	Activation	*****	51	Beast Wars	Ubi Soft	●	39	Colin McRae 2.0	CodeMasters	****	40	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
Top Gun: Combat Zones	Titan	*****	50	Beast Wars	Ubi Soft	●●●●	31	Colin McRae Rally	Sony CEA	****	30	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
War Jetz	3DO	***	48	Beast Wars	Ubi Soft	●●●●	46	Colin McRae Rally 2	Sony CEA	****	30	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
Warriors of Might & Magic	3DO	***	44	Return of the Joker	Ubi Soft	●	39	Colony Wars: Vengeance	Psynopsis	****	4	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
Wave Rally	Eidos	***	53	Return of the Joker	Ubi Soft	●●●●	46	Colony Wars: Red Sun	Psynopsis	****	4	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
Wild Wild Racing	Interplay	***	39	Rebel Alliance	3DO	●●●●	31	Colony Wars: Red Sun	Psynopsis	****	4	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
Winback	Koei	*****	43	Rebel Alliance	3DO	●●●●	20	Command & Conquer: Red Alert	Virgin	●●●●	4	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
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World Destruction League: Thunder Tanks	3DO	***	42	Rebel Alliance	3DO	●●●●	10	Contender 2	Bam!	****	3	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
World Tour Soccer 2002	989 Sports	*****	53	Rebel Alliance	3DO	●●●●	29	Cool Boarders 2	Sony CEA	****	3	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	41	
								Cool Boarders 3	989 Studios	****	14	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	40	
								Cool Boarders 4	989 Studios	****	27	Duke Nukem: Duke of Hell II Out	Acclaim	●●●●	39	



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Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

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Fantastic Four	Accolade	**	3	Hot Shots Golf	Sony CEA	****	7	Magical Mystery Mall	Acclaim	****	40	NBA In the Zone '99	Konami	***	19	
Fatal Fury: Wild Ambition	SNK	**	30	Hot Shots Golf 2	Sony CEA	****	30	Mary-Kate and Ashley:	Acclaim	****	45	NBA in the Zone 2000	Konami	***	28	
Fear Effect	Eidos	*****	31	Hot Wheels Turbo Racing	Electronic Arts	****	25	Winners Circle	Acclaim	***	45	NBA Live '98	EA Sports	*****	3	
Fear Effect 2: Retro Helix	Eidos	*****	43	Hydro Thunder	Midway	**	31	Mass Destruction	ASC	***	3	NBA Live '99	EA Sports	*****	16	
Felony 11-79	Asoci	***	1	IHRA Drag Racing	Bethesda	**	53	Mat Hoffman's Pro BMX	Activision	****	45	NBA Live 2000	EA Sports	*****	28	
FIFA '98	EA Sports	*****	4	In Cold Blood	Dreamcatcher	**	49	Maximum Force	Midway	**	2	NBA Live 2001	EA Sports	*****	39	
FIFA '99	EA Sports	*****	17	Incredibly Crisis	Titus	****	38	MDK	Playmates	**	3	NBA Live 2002	EA Sports	*****	53	
FIFA 2000	EA Sports	*****	27	Inspector Gadget:				Medal of Honor	Electronic Arts	****	27	NBA ShootOut '98	Sony CEA	****	8	
FIFA 2001 Major League Soccer	EA Sports	*****	39	Gadgets' Crazy Maze	Ibi Soft	****	50	Medal of Honor Underground	Electronic Arts	****	39	NBA ShootOut 2000	989 Studios	****	30	
The Fifth Element	Activation	1	15	Intellivision Quake	Sony CEA	****	2	MedEvil	Sony CEA	****	14	NBA ShootOut 2001	NBA Showtime NBA on NBC	*****	39	
Fighter Maker	AgeTech	*****	21	Intellivision Classic Games	Activation	**	28	MedEvil II	Sony CEA	****	32	NBA Tonight	Midway	****	28	
Fighting Force	Eidos	***	3	Int'l. Superstar Soccer '98	Konami	*****	11	Mega Man Legends	Capcom	****	12	NCAA Final Four '99	ESPN Digital	*****	14	
Fighting Force 2	Eidos	**	29	Int'l. Track & Field 2000	Konami	****	27	Mega Man Legends 2	Capcom	****	39	NCAA Final Four 2000	989 Studios	*****	38	
Final Fantasy Anthology	Square EA	*****	26	Invasion From Beyond	GT Interactive	**	19	Mega Man X4	Capcom	****	4	NCAA Final Four 2001	Sony CEA	*****	28	
Final Fantasy Chronicles	Sony CEA	****	47	Iron Soldier 3	Vatical	****	35	Mega Man X5	Capcom	****	41	NCAA Final Four 2002	Sony CEA	***	40	
Final Fantasy Tactics	Sony CEA	****	5	Irritating Stick	Jaleco	****	18	Mega Man X6	Capcom	****	53	NCAA Football '98	EA Sports	*****	2	
Final Fantasy VII	Sony CEA	*****	1	Iron Throne	Konami	****	35	Metal Gear Solid	Konami	*****	14	NCAA Football '99	EA Sports	*****	12	
Final Fantasy VIII	Square EA	*****	25	Jackie Chan Stuntmaster	Midway	****	30	Metal Gear Solid VR Missions	Konami	****	25	NCAA Football 2000	EA Sports	*****	25	
Final Fantasy IX	Square EA	*****	39	Jade Coconuts	Crave	****	23	Metal Slug X	AgeTech	****	43	NCAA Football 2001	EA Sports	*****	36	
Fisherman's Bart	Konami	*****	18	Jarrett & LaBonte	Codemasters	****	38	Micro Machines	Midway	*****	5	NCAA GameBreaker '98	Sony CEA	*****	4	
Fisherman's Bart: 2 Big O' Bass	Konami	*****	27	Stock Car Racing	Codemasters	****	32	Micro Maniacs	Codemasters	****	32	NCAA GameBreaker 99	989 Studios	*****	15	
Flintstones Bedrock Bowling	SouthPeak	*	37	Jumpardi!	Hasbro Int.	****	17	Misadventures of Iron Bone	Capcom	****	31	NCAA GameBreaker 2000	NCAAGamerBreaker 2001	*****	25	
Ford Racing	Empire	***	44	Jumpardi 2	Hasbro Int.	****	29	Miss Spider's Tea Party	Simon & Schuster	****	41	NCAA March Madness '98	Sony CEA	***	37	
Frindly T-98	Pyrosight	****	15	Jumpardi 2	Hasbro Int.	****	29	Mission: Impossible	Infogrames	****	21	NCAA March Madness '99	EA Sports	****	7	
Formula 1 '99	Pyrosight	****	28	Jurassic Park: The Lost World	Sony CEA	****	10	Missile Command	Hasbro Int.	****	28	NCAA March Madness 2000	EA Sports	****	29	
Forsaken	Acclaim	*****	10	Jet Moto 3	989 Studios	****	26	Mitky Mythologica	Midway	**	3	Nectaris: Military Madness	Jaleco	***	41	
Fox Sports Golf '99	Fox Interactive	**	11	Jimmy Johnson VR Football	Interplay	****	21	Mobius 1: Rally Championship	Electronic Arts	****	32	Need for Speed: III	Electronic Arts	****	8	
Fox Sports Soccer '99	Fox Interactive	**	11	Jordan Johnson VR Football	Capcom	****	31	MMLB '98	Sony CEA	****	1	Need for Speed: III Special Edition	Electronic Arts	****	20	
Freestyle Boardin'	'99	Capcom	***	18	Joyko's Bizarre Adventure	Jaleco	**	26	MMLB 99	Sony CEA	****	9	Need for Speed: III Special Edition	Electronic Arts	****	33
Freestyle Motorscross:				Juggernaut	Hasbro Int.	****	17	MMLB 2000	989 Studios	****	21	Need for Speed: Porsche Unleashed	Electronic Arts	****	3	
McGrath vs. Pastana	Acclaim	***	40	K-1 Grand Prix	Jaleco	****	28	MMLB 2001	989 Studios	****	33	Need for Speed: V-Rally	Electronic Arts	****	28	
Frogger	Hasbro Int.	***	4	K-1 Revenge	Jaleco	****	18	MMLBPA Bottom of the 9th '99	Konami	****	12	Need for Speed: V-Rally 2	Pyrosight	***	7	
Frogger 2: Swampy's Revenge	Hasbro Int.	***	38	Kagero: Deception II	Tecmo	****	14	Monaco Grand Prix	Ubi Soft	****	21	Newman/Haas Racing	Hasbro Int.	***	24	
Front Mission 3	Square EA	*****	31	Killzone	Atmos	****	12	Monster Rancher	Tecmo	****	26	The Next Tetris	Midway	****	13	
Future Cop LAPD	Electronic Arts	****	13	Knesel Sound Fist	Konami	**	17	Monster Rancher Battle Card:	Tecmo	****	36	NFL Blitz '99	Midway	****	24	
G-Police	Pyrosight	***	3	Killer Loop	Crave	****	21	Monster Rancher Hop-A-Bout	Tecmo	****	41	NFL Blitz 2000	Midway	****	38	
G-Police 2	Pyrosight	****	25	King of Fighters '99	AgeTech	****	41	Monkey Hero	Take 2	**	18	NFL Blitz 2001	Sony CEA	****	1	
G.Darius	THQ	****	13	King of Fighters '99	Take 2	**	46	Monkey Magic	Sunsoft	**	29	NFL Blitz 2002	NFL Blitz 2000	****	13	
Galaga: Destination Earth	Hasbro Int.	***	39	Klonoa	Namco	****	16	Monster Rancher 2	Tecmo	****	41	NFL Blitz 2003	NFL Blitz 2001	****	25	
Galerians	Crave	***	33	Knockout Kings	EA Sports	****	39	Monster Rancher Hop-A-Bout	Tecmo	****	41	NFL Blitz 2004	NFL Blitz 2002	****	37	
Galloper Racer	Tecmo	***	28	Knockout Kings 2000	EA Sports	****	27	Motorhead	Sunsoft	**	20	NFL Blitz 2005	NFL Blitz 2003	****	37	
Gauntlet Legends	Midway	***	32	Konami Arcane Classics	Konami	**	23	Mortal Kombat: Special Forces	Midway	**	41	NFL Blitz 2006	NFL Blitz 2004	****	49	
Gekido	Interplay	***	34	Kouleka	Infogrames	****	35	Mort the Chicken	Crave	**	41	NFL Blitz 2007	NFL Blitz 2005	****	24	
Geek: Deep Cover Gecko	Eidos	***	20	Great Land Before Time	Midway	****	34	Mortal Kombat: Special Forces	Midway	**	11	NFL Blitz 2008	NFL Blitz 2006	****	35	
Geek: Enter the Gecko	Midway	***	7	Kurt Warner's Arena	TDK Mediactive	****	46	Moto Racer	Electronic Arts	****	33	NFL Blitz 2009	NFL Blitz 2007	****	35	
Ghost in the Shell	THQ	****	4	Football Unleashed	Take 2	**	46	Moto Racer 2	Electronic Arts	****	14	NFL Blitz 2010	NFL Blitz 2008	****	38	
Glory	Hasbro Int.	***	28	Great Land Before Time	TDK Mediactive	****	46	Moto Racer World Tour	Infogrames	****	40	NFL Blitz 2011	Sony CEA	****	1	
Gold and Glory:				Great Valley Racing Adv.	Sound Source	****	39	Motocross Mania	TDK Mediactive	****	26	NFL Blitz 2012	NFL Blitz 2010	****	24	
The Road to El Dorado	Resolution	**	42	The Land Before Time	Eidos	****	25	Motorcycle Mania	TDK Mediactive	****	36	NFL Blitz 2013	NFL Blitz 2011	****	33	
Gran Turismo	Sony CEA	****	9	Return to the Great Valley	Sony CEA	****	34	Moto Racer 2	TDK Mediactive	****	41	NFL Blitz 2014	TDK Mediactive	****	3	
Gran Turismo 2	Sony CEA	****	29	Legacy of Kain: Soul Reaver	Sony CEA	****	34	Moto Racer World Tour	TDK Mediactive	****	41	NFL Blitz 2015	TDK Mediactive	****	28	
Grand Theft Auto	Take 2	**	10	The Legend of Dragoon	Sony CEA	****	34	Motocross Mania	TDK Mediactive	****	26	NHL Breakaway '98	Konami	***	28	
Grand Theft Auto: Vice City	Rockstar	***	27	Legend of Mana	Square EA	****	35	Motorcycle Mania	TDK Mediactive	****	39	NHL Breakaway 99	Acclaim	***	2	
Grand Theft Auto: London 1969	Rockstar	***	22	Lego Island 2:	Lego Media	****	46	Motorcycle Mania	TDK Mediactive	****	45	NHL Championship 2000	Fox Interactive	***	27	
Grand Theft Auto: London 1969	Rockstar	***	22	The Brickster's Revenge	Lego Media	****	46	Motorcycle Mania	TDK Mediactive	****	45	NHL FaceOff '98	989 Studios	****	2	
Grand Tour Racing '98	Activation	***	1	Lego Rock Raiders	Lego Media	****	37	Moto Racer 2	TDK Mediactive	****	34	NHL FaceOff '99	989 Studios	****	14	
Grandia	Sony CEA	*****	26	Legends of Mana	TDK Mediactive	****	42	Moto Racer 2	TDK Mediactive	****	34	NHL FaceOff 2000	989 Studios	****	26	
Grandstream Saga	THQ	***	10	Lego Little Mermaid II	Paradox	**	42	Moto Racer 3	TDK Mediactive	****	38	NHL FaceOff 2001	Sony CEA	****	38	
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Grind Session	Sony CEA	****	34	Smash 'n' Mighty Adventure	Infogrames	****	39	Moto Racer 4	TDK Mediactive	****	39	NHL FaceOff 2003	Infogrames	****	35	
Grudge Warriors	Activision	***	24	Lode Runner	Natsume	****	34	Moto Racer 4	TDK Mediactive	****	39	NHL FaceOff 2004	EA Sports	****	15	
Guardian's Crusade	Activision	***	19	Looney Tunes Racing	Infogrames	****	39	Moto Racer 5	TDK Mediactive	****	39	NHL FaceOff 2005	EA Sports	****	38	
Gunblade: Battletech Assault	Bandai	***	40	Looney Tunes: Sheep Raider	Infogrames	****	51	Moto Racer 5	TDK Mediactive	****	39	NHL FaceOff 2006	Electronic Arts	****	32	
Gunfighter				Lord of the Rings	Electronic Arts	*	2	Moto Racer 6	TDK Mediactive	****	39	NHL FaceOff 2007	Nicktoons Racing	****	48	
The Legend of Jesse James	Ubi Soft	***	52	Madden NFL 98	TDK Mediactive	****	46	Moto Racer 6	TDK Mediactive	****	39	NHL FaceOff 2008	Infogrames	****	3	
HardBall '99	Accolade	**	15	Madden NFL 99	TDK Mediactive	****	46	Moto Racer 7	TDK Mediactive	****	39	NHL FaceOff 2009	Konami	***	33	
Harry Potter and the Sorcerer's Stone	EA Games	***	53	Madden NFL 2000	TDK Mediactive	****	46	Moto Racer 7	TDK Mediactive	****	39	NHL FaceOff 2010	Eidos	**	15	
Haven Moon: Back to Nature	Natsume	****	40	Madden NFL 2001	TDK Mediactive	****	40	Moto Racer 8	TDK Mediactive	****	39	NHL FaceOff 2011	Nicke	**	15	
HBO Boxing	Acclaim	**	41	Madden NFL 2002	TDK Mediactive	****	40	Moto Racer 8	TDK Mediactive	****	39	NHL FaceOff 2012	Electronic Arts	****	3	
Heart of Darkness	Interplay	****	13	Madden NFL 2003	TDK Mediactive	****	40	Moto Racer 9	TDK Mediactive	****	39	NHL FaceOff 2013	Pyrosight	**	15	
Hello Kitty's Cozy Furniture	New Kids!Co	**	20	Madden NFL 2004	TDK Mediactive	****	37	Moto Racer 9	TDK Mediactive	****	39	NHL FaceOff 2014	GT Interactive	****	15	
Her's Adventures	LucasArts	****	2	Madden NFL 2005	TDK Mediactive	****	40	Madden NFL 2002	TDK Mediactive	****	39	NHL FaceOff 2015	GT Interactive	****	1	
High Heat Baseball 2000	3DO	*	22	Madden NFL 2006	TDK Mediactive	****	49	Madden NFL 2003	TDK Mediactive	****	39	NHL FaceOff 2016	Electronic Arts	****	4	
High Heat Major				Madden NFL 2007	TDK Mediactive	****	52	Madden NFL 2004	TDK Mediactive	****	39	NHL FaceOff 2017	Capcom	**	50	
League Baseball 2002	3DO	****	43	Madden NFL 2008	TDK Mediactive	****	51	Madden NFL 2005	TDK Mediactive	****	39	NHL FaceOff 2018	Pandemonium!	****	3	
Marvel Gothic: Unification				Marvel Superheroes	Capcom	*	2	Madden NFL 2006	TDK Mediactive	****	39	NHL FaceOff 2019	AgeTech	****	51	
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Marvel Superheroes	Capcom	*	2	Madden NFL 2008	TDK Mediactive	****	41	Madden NFL 2004	TDK Mediactive	****	39	NHL FaceOff 2021	Sony CEA	****	12	
Marvel Superheroes	Capcom	*	2	Madden NFL 2009	TDK Mediactive	****	41	Madden NFL 2005	TDK Mediactive	****	39	NHL FaceOff 2022	Parasite Eve	****	12	
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Point Blank	Namco	****	6	Rushdown	Electronic Arts	***	19	Saiyuki II	Konami	*****	26	Ultimate Fighting Championship/Crave	***	40		
Point Blank 2	Namco	****	20	Sabrina, the Teenage Witch:	Knowledge Ad.	***	45	Samurai II	EA Sports	●	32	Um Jammer Lammy	Sony CEA	*****	24	
Point Blank 3	Namco	****	44	A Twitch in Time!	THQ	*****	48	Samurai Showdown	SuperCross 2000	EA Sports	●	29	The Unholy War	Eidos	***	14
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[OPM@ziffdavis.com](mailto:OPM@ziffdavis.com). Make the subject line of the E-mail read "Top Secrets." If it isn't titled "Top Secrets" we won't find it.

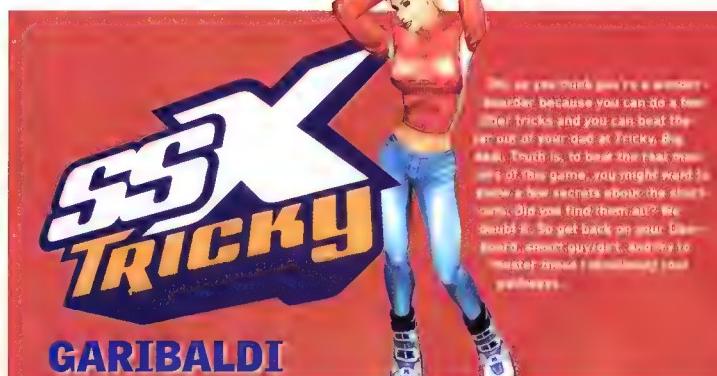
Jak & Daxter

This game is carefully designed not to be too terribly challenging. But there are a few Orbs, Scout Flies and Power Cells that can give even the most determined veteran player a headache. One of the most frustrating of these is the final Power Cell in the Volcanic Crater. Finding it is easy: Simply take the mine cart over to the Spider Cave and, once you're back on land, turn around and check out the rock hill in front of you. Trouble is, the Cell is encased in one of those boxes that can only be opened by an explosive attack—and there's no Yellow Eco vent around.

So here's what you'll need to do: As you come into the Spider Cave, you'll see a Dark Eco pool that is spanned by a couple bounce-able spider webs. Get across the pool and then head up, working your way to the platform with the Yellow Eco vent. But that's only half the battle.

Charge yourself up with Eco and leap to the ground [make sure you have enough health to survive the fall]. Then you'll need to get back to the lava cave very quickly—the best way to do this is through the use of the Long Jump: While moving, hold down L1 or R1 to roll, then quickly hit X. This will propel you across the ground.

Once you've mastered moving quickly (don't be surprised if it takes three or four tries) and are back in front of the box, just leap into the air and hit Square; the Yellow Eco missile should automatically target the box. Good luck.



# GARIBALDI



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the first time that the U.S. has been involved in such a conflict since the Korean War.



$\alpha$	$\beta$	$\gamma$	$\delta$	$\epsilon$	$\zeta$	$\eta$	$\theta$	$\varphi$	$\psi$	$\chi$	$\omega$
$\alpha_1$	$\beta_1$	$\gamma_1$	$\delta_1$	$\epsilon_1$	$\zeta_1$	$\eta_1$	$\theta_1$	$\varphi_1$	$\psi_1$	$\chi_1$	$\omega_1$
$\alpha_2$	$\beta_2$	$\gamma_2$	$\delta_2$	$\epsilon_2$	$\zeta_2$	$\eta_2$	$\theta_2$	$\varphi_2$	$\psi_2$	$\chi_2$	$\omega_2$
$\alpha_3$	$\beta_3$	$\gamma_3$	$\delta_3$	$\epsilon_3$	$\zeta_3$	$\eta_3$	$\theta_3$	$\varphi_3$	$\psi_3$	$\chi_3$	$\omega_3$
$\alpha_4$	$\beta_4$	$\gamma_4$	$\delta_4$	$\epsilon_4$	$\zeta_4$	$\eta_4$	$\theta_4$	$\varphi_4$	$\psi_4$	$\chi_4$	$\omega_4$
$\alpha_5$	$\beta_5$	$\gamma_5$	$\delta_5$	$\epsilon_5$	$\zeta_5$	$\eta_5$	$\theta_5$	$\varphi_5$	$\psi_5$	$\chi_5$	$\omega_5$
$\alpha_6$	$\beta_6$	$\gamma_6$	$\delta_6$	$\epsilon_6$	$\zeta_6$	$\eta_6$	$\theta_6$	$\varphi_6$	$\psi_6$	$\chi_6$	$\omega_6$
$\alpha_7$	$\beta_7$	$\gamma_7$	$\delta_7$	$\epsilon_7$	$\zeta_7$	$\eta_7$	$\theta_7$	$\varphi_7$	$\psi_7$	$\chi_7$	$\omega_7$
$\alpha_8$	$\beta_8$	$\gamma_8$	$\delta_8$	$\epsilon_8$	$\zeta_8$	$\eta_8$	$\theta_8$	$\varphi_8$	$\psi_8$	$\chi_8$	$\omega_8$
$\alpha_9$	$\beta_9$	$\gamma_9$	$\delta_9$	$\epsilon_9$	$\zeta_9$	$\eta_9$	$\theta_9$	$\varphi_9$	$\psi_9$	$\chi_9$	$\omega_9$
$\alpha_{10}$	$\beta_{10}$	$\gamma_{10}$	$\delta_{10}$	$\epsilon_{10}$	$\zeta_{10}$	$\eta_{10}$	$\theta_{10}$	$\varphi_{10}$	$\psi_{10}$	$\chi_{10}$	$\omega_{10}$
$\alpha_{11}$	$\beta_{11}$	$\gamma_{11}$	$\delta_{11}$	$\epsilon_{11}$	$\zeta_{11}$	$\eta_{11}$	$\theta_{11}$	$\varphi_{11}$	$\psi_{11}$	$\chi_{11}$	$\omega_{11}$
$\alpha_{12}$	$\beta_{12}$	$\gamma_{12}$	$\delta_{12}$	$\epsilon_{12}$	$\zeta_{12}$	$\eta_{12}$	$\theta_{12}$	$\varphi_{12}$	$\psi_{12}$	$\chi_{12}$	$\omega_{12}$



# SNOWDREAM

## FENCE SLIDE TO SNOW BLOWER

Right out of the start gates head to the right. Just in front of the first jump you'll see a red shortcut sign. Take it, go up the ramp, and slide down the fence. You'll end up at the first billboard. Ride onto the billboard and make your way across to the second billboard without boosting. Natural air will land you on the second billboard. Make sure you're centered on the second billboard and land it without boosting. If centered, you'll drop off onto the snow blower below it. The snow blower will clear the path for you.



## FENCE TO CROWD STAND TO BILLBOARD

About one minute down the track you'll come around a corner and enter a big open section of track with two tabletop jumps. There are crowd stands to either side of these aforementioned jumps. As you come around the corner, stay to the left side of the path and go toward the blue shortcut sign. Behind the shortcut sign is a cable. The cable will take you up to the crowd stands, across three of them and then onto a billboard. Rideside the billboard and you'll be dropped back onto the main path.



## HUGE FENCE SLIDE



# ELYSIUM ALPS

## CLIFF TOP

After exiting the start gates and going off the first jump, take yourself toward the red shortcut sign on the left. Go through the shortcut sign and ride onto the cable behind it. This cable will take you down to the crowd stand, across it and onto a billboard. Jump off the billboard and onto the upper cliff-top path. Ride along this path until the caution sign. This is the end of the path. Ride down the middle of the path and jump at the end. You will land on another shortcut!



## CROWD STANDS

After finishing off the turn section through the first quarter of Elysium, you'll come down to the large tabletop section of the track. You'll notice that there's fog shrouding the tabletops. As you carefully land after the last jump before the tabletops, steer to the right-hand side. Just before the first crowd stand there is a cable coming out of the snow. Ride up the cable. This cable leads to the big-time crowd stand.

Boost along the first crowd stand. But make sure you don't boost along the cable leading to the billboard. Re-apply the boost from the end of the billboard until the end of the second crowd stand and it will save a lot of time. You'll end up dropping back down at the entrance to the tunnel.



## TREE TRUNK RAILSLIDES

Immediately after exiting the tunnel, steer to the left-hand side. There will be a fallen tree lying in the snow. Angle your approach so that you can ride outside the tree. Once on the tree, apply boost heter-skier. Remember this: Do not jump at the end. Boosting off the tree will carry you to two more; again boost once you're on the tree. There are five trees in a row that will eventually carry you to the short-cut over the frozen river.





TACTICAL ESPIONAGE ACTION

# METAL GEAR SOLID 2

## SONS OF LIBERTY

### DEALING WITH BODIES

The most basic method to prevent a body from being found is to drag it to an out-of-the-way spot where no one normally checks. Of course, if the guard you're dragging around is unconscious, he's going to eventually wake up and resume his patrol no matter what dark corner you left him in. Wanna prevent that? Good.

If you put an unconscious guard in a locker, for some reason, he will never wake up completely. Of course, if there are no lockers around, that option is eliminated. That leaves you with three basic courses of action. First, if you have a gun of some sort [such as the USP], you can just give the guard a hot-lead injection.

As simple a plan as taking out the guard may seem, it also creates some new problems. For one thing, if there are any other guards within earshot when you fire off your gun, they're gonna come investigate [unless your gun has a suppressor]. Even if no one hears your gun, if they ever discover the dead body anyway, they're going to go on the alert.

The second option is to be merciful—don't kill the poor guy [this leads to a higher score anyway]. You could

always leave the guard knocked out, and occasionally check on him as long as you're in the area. If he's going to wake up soon he's down to only one Z over his head, you can always plug him with the M9 again.

Finally, in case it's not obvious, the simplest way to avoid a problem is to leave the area before the guard wakes up. As long as you're not around when he comes to, you'll be fine. Alerting a guard won't trigger an onslaught of guards who come out of the woodwork; instead, an alerted guard will usually try to knock you down, then he'll radio for assistance. If you manage to knock him out or kill him before he has a chance to use his radio, you'll be safe [you can even temporarily disable the radios of any guards in the area by setting off a Chaff Grenade].

### GUARD RADIOS

Speaking of radios, there are certain guards [usually one per area] who occasionally radio in to report their situation. If for some reason this guard doesn't report in [like if you cause him to have an "accident"], his superiors are going to call up to ask what's wrong. When the guard doesn't answer, any guards in the area will investigate and more guards may be called in. If they find the guard unconscious, they'll wake him up; if he's dead, they'll go on alert. Strangely, if they don't find the guard at all, they'll search around a bit, then give up. If you have to take out a reporting guard, make sure you have a good place to hide him.



### COLLECTING DOG TAGS

The game's main extras are unlocked by collecting dog tags from the guards you encounter. Nearly every guard has a set of dog tags you can take, but to get the tags themselves, you must hold up and threaten the guard. This means he's gotta be alive and conscious. Just sneak up on a guard and pull your gun on him. He'll sense that you're behind him and immediately throw his hands up. Next, keep your gun raised and hold the L1 button to move around in front of him. Then, just

point your gun at his head and he'll give up the tags.

Certain guards won't relinquish their tags so easily. If a guard gives you a tough act, shoot him in the arm or leg with your gun [it's got to do real damage, so no M9] to show him you mean business, then just point the gun at his head as usual to get his dog tags.

If you just can't seem to sneak up behind a guard while he's awake [or you need to get him away from other guards], you can still knock him out

with the M9 first. When you need to wake him up [so you can actually threaten him for the tags], you've got a couple ways to go about it. You can repeatedly pick up and drop the unconscious body to speed up the walking process. You can also drop off from a higher platform or ledge and land on the guard to help him come to. Once you get the Coolant Spray later on, you can spray the guard in the face with it to make him wake up tickety-split. For the record, the Coolant option amuses us most.

DOGTAG VIEWER		
TANKER → 2854 100%		
Next item: Jefe Garibaldi		
001	Jefe Garibaldi	0923
001	Nicholas M Capone	1217
002	Donald L' Ghilard	1228
003	Joe T Holdren	0916 AB
004	Shean P Wilson	0513
005	Jeff K Hul	1231
006	Mark W Bruce	0806
007	Yukio Ota	0807
008	Albert E Lafor	1122
009	Skrakus Merlo	0209
010	Gavin S Nash	1266
00	NAME	0000 000

## BOSS STRATEGIES

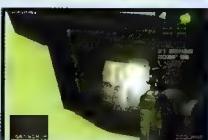
### OLGA

Start this fight off by shooting the floodlight on the left side of the area (it'll be important later), then shoot both of the fasteners that are holding the green tarp in place (the tarp flies off if you're successful). As far as fighting Olga goes, just hide behind the boxes, go into first-person mode, and shoot her with the M9. If you stay out of her view for too long, she will throw a grenade at your location. Just dodge the grenade and resume firing.



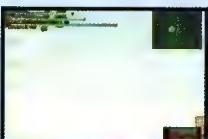
### FATMAN

Keep sensor A on so you can find any of the bombs that Fatman sets. The best way to defeat him is to set down Claymores in various open spaces. If Fatman skates into one, he will be knocked down, giving you a chance to hit him in the head with your Socom or M9. If you run out of Claymores, you can knock him down by punching him. After the battle, move Fatman's body out of the way to find the last bomb.



### HARRIER

Quickly pick up the Stinger and ammo from the ground, then look for the Harrier on your radar. Once you have a clear shot, let loose a rocket. Keep this up until the Harrier flies right overhead. Switch to the RGB6, aim straight up, and shoot the Harrier as many times as you can before it flies off again. If the Harrier shoots missiles at you, run to the lower level of the platform to dodge them. Stick with it and this fight will be pretty easy.



### VAMP

First, use your Socom to shoot all of the lights on the sides of the room (this prevents Vamp's worst attack). To dodge Vamp's knives, just wait until he throws them, then crouch. You can then shoot him before he throws some more. To dodge his knife slash, either do a flip right as he attacks, or crouch until he's about to attack, then lie down to dodge. You can also shoot him when he's underwater (use the Stinger or RGB6) to take him out even faster.



## METAL GEAR RAY

This battle will seem very difficult the first time you attempt it; however, once you know the best method to use, it becomes less daunting. As soon as the battle begins, throw out a Chaff Grenade. Even if you only have a few, it's better to use them at the beginning (when you're under attack from three Metal Gears at once). If Chaff is active, the Ray can't target you correctly. Just watch for a Ray to fire missiles, then move to any other part of the area to dodge. If no Chaff is active, you'll have to put more work into dodging.

Listen for a beeping sound as the missiles approach—the faster the beeping, the closer the missiles are. Simply do a flip to dodge just before the missiles hit. The flip is also useful in dodging the machine gun attack that the Metal Gears sometimes use. (Note: Rations and Stinger ammo will randomly appear.)

In order to actually hurt the Rays, you'll need to

use the Stinger. Start by targeting the knee of a Ray and firing. As soon as you fire off a rocket, aim the Stinger at the head of the same Metal Gear. The instant the first rocket hits the knee, fire a rocket at the head. If you fired in time, the rocket will hit the Ray in its open mouth, causing huge damage. Keep up this pattern of throwing Chaff, dodging missiles, and firing the Stinger at the knees, then the heads, of each Ray (keep alternating Rays).

Once a Metal Gear gets down to about one third energy, it will jump into the air and attack with a missile attack that's harder to dodge and not affected by Chaff. To dodge, remain as far from the Ray as possible, wait until the last moment before the missiles hit, then flip out of the way. Attack the Ray as usual to take it out for good.



### THE AP SENSOR

If you find yourself without your radar (it's been disabled by Chaff), the guards are alerted, you chose not to use it in the options, etc.), don't forget about the AP Sensor in your inventory. If you have the AP Sensor equipped, any nearby guards will cause your controller to vibrate like a heartbeat. The faster and stronger the vibration, the closer a guard is. Keep in mind, though, that a guard who's close is not always dangerous and a guard who's far still might be able to see you. Make use of your ability to peek around corners to look for guards, but be sure you have a place to hide if a guard spots your spying eyes.

### BOOK

This magazine contains pictures that the guards find, how shall we say "distracting." Leave the Book where a guard will see it, and he won't bother you for a while.



### CODEC ADVICE

Whenever you're feeling challenged by a situation or a boss, there's typically some people on your Codec list who will offer you advice. You can also learn some extra tips on how to use your weapons and items from your comrades. If you can't figure out how to complete a mission, try giving someone a call. But if someone dies, we'll just fill you in and tell you that there are no tricks: They're dead. So don't waste your time trying to call.

### CAMERAS & CYPHERS

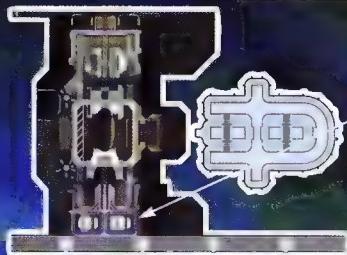
Although cameras are stationary and Cyphers hover around in a route, similar to a guard, both are bad news. A standard version camera or Cypher can alert guards to your presence, but the gun-equipped versions cut out the middle man and shoot at you themselves. There are two ways of dealing with these things—shooting them (except with the M9) or using a Chaff Grenade (remember that a Chaff Grenade will also disable your radar, so you best not need radar after throwing one).



# DOMINATING THE FAR EAST

## Tokyo

Tokyo features the type of visual pyrotechnics that are only matched by Times Square in New York City.



## DISCOVERING THE BIGGEST SECRET

All right, everyone wants to get up and unlock the craziness of inner-Japan. Here's the deal: You'll have to grind the big oval sign on top of the middle building (the "Gateway Plaza" with the symbol in red). But getting there requires some real skill, and it's not a direct route. So get ready for a lot of hard work, and a bit of frustration. The arrow points to the spot you'll need to get to. First, get up speed, then go to the wall nearest the subway tracks (it's at the bottom of the map we're showing you). Grind onto the subway tracks, jump, then grind onto the concrete barrier. Go to the right to end up in a really sweet half-pipe. Time is of the essence, so use that half-pipe to get momentum, and then go for the highest ledge opposite the train tracks. From there, it's a game of balance. If you stay balanced and do the necessary hops, you'll ride the half-circle and open up the secret spot. Plus, you'll get the hard-to-reach Stat Coin.

## HIDDEN DECKS

Finding the Hidden Decks scattered all over Tony Hawk-land isn't a gimme. Particularly when you're saddled with beating up on the Japan level. Here's how to find the Hidden Decks in the level that qualifies as the hardest of the hard. Go get 'em!



For Kareem Campbell, Bucky Lasek, Chad Muska, Jamie Thomas: From the starting point turn around and go to the yellow rail. Then grind like a madman.



For Tony Hawk, Rune Glifberg, Bam Margera, Andrew Reynolds, Elissa Steamer: This is tough. Go to the right side of the pools at the opposite end of the starting point, and use your momentum to grind the rails way above you. Then grind all the way around the area until you reach the area above that starting point. Tough stuff, but balance is king here.

For Steve Caballero, Eric Koston, Rodney Mullen, Geoff Rowley: easy stuff. Use the Boneless; easy stuff. Use the Boneless to get up. It'll lead you to the secret spot if you're lucky.



# FINAL FANTASY X

## YUNA'S SECRET AEONS

What would a Final Fantasy be without over-the-top summon spells? FFX proudly carries on the tradition with Aeons, summoned beasts that fight like regular characters once they're called from the heavens. Here's how to track down all the extra hidden Aeons.

### ANIMA

Seymour's creepy Aeon can be yours, assuming you've successfully retrieved all of the Destruction Sphere treasures from the six Aeons' shrines. (If you missed one, you can return to the shrine after beating Seymour Inside Sin.) Input the airship coordinates #14 Y52 to reach the Besaid Temple. Tidus, Wakka and Rikku join the trio here to settle the score with the squat, bald man that caused him at the start of his journey. This fight will prove to be difficult for an inexperienced party. Rikku's Wind Grenades and gems will make it a much easier battle, so take it seriously. Once it's out of the way, you'll dive into an underwater world where Yuna will play her angelic tunes.

**Special Attack:** Pain—This attack deals damage to an enemy.  
**Overdrive:** Oblivion—Anima's spooky overdrive will hurt on enemies, routinely causing them to faint.



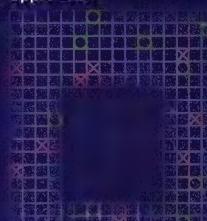
Bottom Left



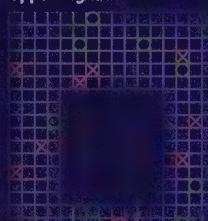
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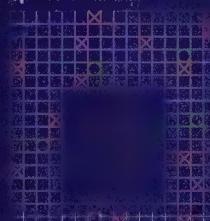
Upper Left



Upper Right



Sphere Treasure



Entry



Entry (Tidus)



When you enter for the very first time, step on the green blocks indicated here.

When you return to claim the treasure, step on these squares in the entry room.

### Yevon Dome Cloister of Trials

Although you don't actually gain an Aeon from this temple, you must still complete a rigorous test. The first room has eight spots on the floor. You must step on only the green blocks to pass (see diagram at left).

A group of pedestals appears in the room. Four of them must be pushed to activate a puzzle in the next room. When you push one, you must enter the next room and step only on the floor tiles that correspond to the desired design. It's a real pain. Use this guide and the diagrams for a quick solution.

A Besaid Sphere and a Kilika Sphere appear. Place the Besaid Sphere in the right-center pedestal in the first room. Stick the Kilika Sphere in the left-center pedestal.

To obtain the Destruction Sphere treasure, return to this room after boarding the airship. The goal now is to light up only the white puzzle blocks. Step on only these blocks in both rooms. Take the Destruction Sphere that appears in the smaller room and place it in the right hole in the large room. Take the final treasure.

■ Don't Step Here

■ Step Here

## YOJIMBO

This secret summon isn't all that useful, and he charges a steep fee for his services. You'll find this elusive samurai lurking in a forgotten cave between the Calm Lands and Mt. Gagazet. Take the NE exit from the Calm Lands, but rather than walking across the second bridge, go under it. You'll find a mysterious cave packed with monsters. At the heart of the cave you'll encounter the tortured spirit of a fellow summoner. She'll summon Yojimbo to fight you, but he's a total breeze to kill. Afterward, Yuna will enter the Fayth. However, unlike most Aeons, Yojimbo will not join the party for free. He demands payment of 300,000 gil. It's possible to argue his price down to 250,000 if you're strapped for cash. He has no overdrive, cannot cast spells, and



will not allow you to control him. Yojimbo demands gil to attack. Hand over 1 gil and he'll attack with his dog, Daigoro, or do one of his sword strikes. If you give him a lot of gil, he'll break out Zamato, a violent decapitation move. Exceed 9999; Equipping Aaron's Masamune allows Yojimbo to exceed 9999 damage.

## THE MAGUS SISTERS (CINDY, SANDY AND MINDY)



Final Fantasy X's greatest summon features the triumphant return of Cindy, Sandy and Mindy, the Magus Sisters from Final Fantasy IV. Back in the day, these gals were nefarious bosses, but now they're fighting on the side of good. No other Aeon can match the raw power of these ladies. However, recruiting these chicks requires a lot of work.

First, you must capture one specimen of each monster roaming the Calm Lands and Mount Gagazet. Return to the trainer in the Calm Lands to receive a small prize. (Investigate the strategy section concerning monster capturing for a detailed explanation.) Once all 21 of these critters are in the bag, head to the southeast corner of the Calm Lands on a chocobo. You'll see a yellow feather on a ledge. Investigate the feather and you'll jump to a hidden ledge. Disembark from the bird and walk to the Remiem Temple. Yuna must now face off against the Aeon trainer against every Aeon she possesses. You can hear between bouts, so it shouldn't be much trouble. Eventually, you'll win two items that will open the nearby door to the Fayth of the Magus Sisters. On the way out, you can challenge the Aeon trainer one last time for a special item. She calls the Magus

Sisters, so using Anima is your best bet.

**Controlling the Sisters:** You can't directly control the actions of the sisters. Each one has options such as "Help Each Other," "Go, Go," and "Do As You Will." Choosing these general categories affects what actions they will take. Fighting commands are generally the best choices, but healing and defensive strategies work well in longer boss encounters. If one of them does something really great, choose "One More Time" during the next round to repeat it.

**Special Attacks:** The girls will randomly perform these moves when issued the Fight! command.

**Cindy—Camsaide**—This hydro-powered body slam hits hard.

**Sandy—Razzia**—Want to do 99999 damage? Try this.

**Mindy—Passado**—Multiple stinging shots fly from her shapely behind.

**Overdrive: Delta Attack**—If the Overdrive meters of all three sisters are full, tell them to "Combine Your Powers" to dash out the Delta Attack. Like any good FF final summon, it's obscenely long, quite beautiful and totally deadly.

## AL BEHD LANGUAGE

Final Fantasy X combines the fun of role-playing with the thrill of foreign-language class with the Al Behd Primer minigame. Rikku's race of desert-dwelling people speaks a language called Al Behd. Tidus can't understand a word of it at first, but by finding 26 books peppered throughout Spira, he can become fluent in the exotic tongue. You'll be able to comprehend what all the Al Behd are talking about, plus you'll also be able to decipher some ancient writings.

**Primer I.** On the deck of the Al Behd salvage ship that rescues Tidus

**Primer II.** Besaid Village.

Crusaders' headquarters

**Primer III.** Transport ship from

Besaid to Kilika, power room

**Primer IV.** Kilika Bar

**Primer V.** Transport ship from

Kilika to Luca, control room

**Primer VI.** Luca Stadium

Underground floor B

**Primer VII.** Luca Viewing Room, on the counter

**Primer VIII.** Mi'ihen Road, a gift from Rin

**Primer IX.** Mi'ihen Road, North

**Primer X.** Mushroom Rock Road, Cliff area

**Primer XI.** Djose Road

**Primer XII.** Moonflow, North Shore

**Primer XIII.** Guadosalam, in a room on the far left

**Primer XIV.** Thunder Plains, a gift from Rin

**Primer XV.** Macalania Forest, on the road to the lake

**Primer XVI.** Macalania Lake, in front of the inn

**Primer XVII.** Sanubia Desert, central portion, left side

**Primer XVIII.** Sanubia Desert, central portion, right side

**Primer XIX.** Al Behd city of Home,



**Primer XX.** Al Behd city of Home, residential area

**Primer XXI.** Al Behd city of Home, road area

**Primer XXII.** Bevelle Temple

Monk's Road

**Primer XXIII.** Celosia Lake

Northwest area

**Primer XXIV.** Remiem Temple

**Primer XXV.** Cave under the Mountain

**Primer XXVI.** Omega Ruins

As you collect the primers, the letters of the Al Behd language that you know will appear as red text. If you gather all 26, Rin will give you a bunch of Reverse Keys items that add Double AP to a weapon. You can also use transfer collected Primers from another save game via the Combine Spheres located at Inns.

## AIRSHIP COORDINATES

Although you don't actually get to drive the airship per se, you can tell it where to go by feeding it coordinates. Here's a list of all the secret locales.

### Search

X-74 Y-36 = Omega Ruins

X-15 Y-41 = Sanubia Sand Dunes

X-16 Y-57 = Yevon Temple

X-31 Y-73 = Besaid Rainbow

Waterfall

X-34 Y-58 = Mi'ihen Abovewater

Ruins

X-42 Y-57 = Battle Site

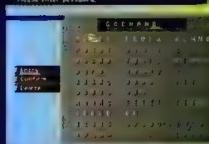
### Input

GODHAND = Mushroom Rock

VICTORIOUS = Besaid Rainbow

MURASAME = Besaid Ruin 2

Please enter password:



There are also three secret Al Behd passwords that unlock secret areas. Type these in using all capital letters.



## ULTIMATE WEAPONS

Every character in FFX has an Ultimate Weapon, a super-powered implement of destruction that makes thrashing monsters a breeze. To hunt for these legendary tools, you'll need the Celestial Mirror to open magically locked chests. The mirror is a prize for winning the Chocobo Race on the right side of Remiem Temple. However, when you receive the mirror, it is too weak to open chests. You must power it up by taking it to the Macalania Forest. Take your airship to the Highbridge and head south to the forest. Take your first left and you'll find some people talking. When you speak to the man on the left, he'll remember that he's late for an appointment and run off.



### TIDUS-CALADBOLG

**Abilities**—Break 9999 Damage, 3x Overdrive, Avoid Counter, Magic Counter

This snazzy sword is located at the northwest end of the Calm Lands, down a narrow little pathway. A person blocks the way until you successfully win all four chocobo contests in the Calm Lands. The chocobo trainer is located in the center of the area, near the save sphere. The first three trials are quite easy, but the fourth race is tricky. Grab balloons to lower your time!

#### Tidus' Crest

Return to the room in Yevon Dome in which you fought Yunalesca. The crest waits in a treasure chest there.

#### Tidus' Sigil

Return to the fourth chocobo-training race in the Calm Lands and achieve a perfect score. You must concentrate on dodging birds while getting 15 balloons to win the race with a time of 0:00. Keep trying at it, as the balloon layout changes each time. Eventually, the layout will be in your favor. The sigil is yours!



What's with that crazy name? Well, it's the name of an ancient Celtic sword that an Irish folk hero once wielded. It is said that the name "Excalibur" was derived from the name "Caladbolg." See, you actually learned something today!



Winning this race with the unbelievable time of 0:00 is not easy. Don't give up if you lose a few times, as the balloon patterns change randomly. Keep practicing and you'll eventually win out over that bird-trained trainer.

Follow him south and you'll reach the Macalania Woods. He's waiting there with his wife. Talk to him several times until he mentions his missing son. On the left side of the screen, you'll spy a shimmering, translucent pathway. Take that path and follow the branch to the left. You'll find the boy, who is happy to be reunited with his folks. You'll also find a giant glowing crystal. Hold the mirror up to the glowing mass to energize it.

Each of the seven Ultimate Weapons requires two special items to unlock its potential: a crest and a sigil. You must return to the glowing crystal in Macalania Forest to use the crests and sigils on the weapons.

### WAKKA - WORLD CHAMPION

**Abilities**—Break 9999 Damage, 3x Overdrive, Double AP, Avoid Counter  
**Aeon Effect**—Allows Ifrit to break 9999 damage limit

This stylish ball is a gift from the Luca bartender once you've successfully won five Blitzball games.

#### Wakka's Crest

Find this in the Besaid Aurochs' locker room at Luca Stadium.



#### Wakka's Sigil

Blitzball masters may win this as a random grand prize in Blitzball. You must first have all four of Wakka's Overdrives.

### YUNA - NIRVANA

**Abilities**—Break 9999 Damage, 3x Overdrive, Double AP, MP Cost 1  
**Aeon Effect**—Allows Valefor to break 9999 damage limit

The monster trainer will give you this after you capture one of every monster roaming the Calm Lands.

#### Yuna's Crest

Return to the Besaid Beach. You'll find Yuna's Crest in a chest there. Swim into the water and head up the coastline until you see it.



Capture monsters from Calm Lands and Mt. Gagazet to open the way.

#### Yuna's Sigil

You'll receive this after beating all eight of Bergmene's Aeons at Remiem Temple.

### AURON - MASAMUNE

**Abilities**—Break 9999 Damage, 3x Overdrive, Pre-emptive Attack, Counter  
**Aeon Effect**—Allows Yojimbo to break 9999 damage limit

Near the Cave Under the Valley (where you found Yojimbo) you'll find a Rusty Sword. Take this blade to the Mushroom Rock Road. On the left side of the road, you'll find a small hook with an elevator. Insert the Rusty Sword into the battle monument there to uncover the Masamune.



#### Auron's Crest

This one takes some work. You'll have to capture one specimen of each monster in 10 of the different monster-training regions. The crotchety monster trainer will reward you with the Sigil for your effort.



## LULU - ONION KNIGHT

**Abilities**—Break 9999 Damage, 3x Overdrive, Magic Booster, MP Cost 1  
**Aeon Effect**—Allows Shiva to break the 9999 damage limit.

Cuddly and aromatic, this 'll' onion first appeared in Final Fantasy III, one of the Japanese Final Fantasy games that never came out in the U.S. To find this valuable vegetable return to the Baaj Temple. It's where you got the Anima Aeon. You'll find a hidden chest near the

wall in the lake. When the camera zooms in, you're close.

### Lulu's Crest

Take another trip to the Farplane in Guadosamun to find this Crest.

### Lulu's Sigil

Successfully getting this sigil is a horrific ordeal. Masochists should go to the Thunder Plains to begin the cruel quest. If you can dodge 200 consecutive bolts of lightning with the X button, you'll find the Sigil in the chest in front of the Inn. If you mess up, it's all over. Dodging 200 bolts will take about 40 minutes.

Dodging 200 consecutive bolts is a nightmare. Seriously, we don't suggest you attempt it unless you simply must have everything. Equip a weapon with the "No Encounters" ability before you attempt this feat.



## RIKKU - GODHAND

**Abilities**—Break 9999 Damage, 3x Overdrive, Double AP, Gigilionaire

Simply input the password "GODHAND" into the ship and grab it from the chest.

### Rikku's Crest

Take this from a chest in the northwest corner of the Sanubia Desert [fourth section].

### Rikku's Sigil

Challenge the sneaky Cactuars of the Sanubia Desert to find this Sigil. Start at the Cactus monument in front of the sand-storm. It will tell you the whereabouts of one of the 10 missing Cactuars. When you find each



one, it will play a quick game with you. You must capture it before the timer runs out, but if it sees you moving, you'll lose. It's not actually important to win these games, so don't worry if you fail. Return the green orb to the monument to get a clue about the next Cactus. The Cactuars appear in a random order, so here are their locations.



## KIMAHRI - SPIRIT LANCE

**Abilities**—Break 9999 Damage, 3x Overdrive, Double AP, Avoid Counter  
**Aeon Effect**—Allows Ixion to break the 9999 damage limit.

You'll spot glowing Cactus monuments scattered throughout the Thunder Plains. Press the Square button to pray at three of them. Follow the ghostly Cactus that appears to a wrecked thunder tower. Pray at the base of that tower to reveal a treasure chest.

### Kimahri's Crest

Investigate a concealed chest in the area of Mt. Gagazet just beyond where you fought Seymour. It's behind a pillar on the left.

### Kimahri's Sigil

Win the butterfly-catching mini-game in the Macalania Forest. You must touch all the blue butterflies within the allotted time limit. Touching a red butterfly incites a battle that wastes precious time. It's much tougher than it seems.

## Strategy Guides

Need a little more help in getting through some of today's hottest games? We're here to tell you if their guides are worth your cash.

### Final Fantasy X

Wow, BradyGames really outdid itself with this expansive, all-inclusive official strategy guide. Not only is the walk-through nearly airtight while remaining relatively spoiler-free, but the guide also includes tons of extras and lots of tidbits that are just fun to read. In fact, you might find yourself flipping through the comprehensive Bestiary section even after you beat the game, just for kicks. The guide also makes a valiant attempt at demystifying the murky game of blitzball. But the crowning jewel has to be the foldout poster with the complete Sphere Grid on one side and a chart of all of Rikku's possible Mix overdrives on the other side. Very cool indeed. This is the only guide you'll need.

Final Score: [www.bradygames.com](http://www.bradygames.com)



### Metal Gear Solid 2: Sons of Liberty

If there is a more complete guide about any game anywhere, I'd like to see it. MGS2's guide is a home run. A triumph. A legendary exercise in perfect strategy guides. It's steep, it's precise,

and its only real failing is that it's so specific that you might have a hard time finding exactly where you are in the game. But when we ran into trouble, this is where we turned. It'll give you a load of secret things that are easy to miss, dog tag locations, plus it's freakin' pretty. You'll love it.

Final Score: [www.bradygames.com](http://www.bradygames.com)

### Legends of Wrestling

If you're struggling through the slow motion of Legends of Wrestling, and you're in need of a strategy guide, reconsider plodding down the coin for Prima's official guide. Because what you'll get here is a history lesson. Not that it's a terribly bad thing. In fact, the history lesson is quite informative, especially for those unfamiliar with the antics of Terry Funk and Koko B. Ware. Otherwise, for gameplay tips, this deserves a body slam. Troubled gamers, stay far away.

Final Score: [www.prima.com](http://www.prima.com)

### Max Payne

Not only are the screens ridiculously dark and the layout soporifically bland, this guide is also rife with text errors and questionable guidance. The big no-no here, though, is the fact that in spite of the guide being designated for PS2 and Xbox, it makes reference to things like hitting the F5 button too quickly [neither that feature nor that button can be found on the PS2] or pressing the right mouse button to launch into bullet time. Whoops.

Final Score: [www.bradygames.com](http://www.bradygames.com)

# TRICKS FROM THE 10 BEST-SELLING PLAYSTATION 2 GAMES

## ① Grand Theft Auto III

These cheats work while playing the game. Don't mind your character doing a strange dance.

### All Weapons Cheat

R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

### Lots Of Money Cheat

R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up

### Full Armor Cheat

R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up

### Full Health Cheat

R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up

### Blow Up All Cars

L2, R2, L1, R1, L2, Triangle, Square, Circle, Triangle, L2, L1

### Extracurricular Automobiles

Pick up any service vehicles and put them to use when you're not doing a mission, and you'll score some goodies.

### Police Bribes

Steal a law-enforcement vehicle (Police Car, Enforcer, FBI Car or Tank) and press R3. In this mode you must chase down criminals and kill them.

Kill 20 criminals on each island and

you will be rewarded with three Police Bribes at your save point [1] for each set of 20 killed on each island.

### Hospital Run

Find an Ambulance and press R3.

Save 35 pedestrians and a health refill will appear outside any of your save points.

Save 70 pedestrians and an adrenaline pill will appear outside any of your save points.

Complete the Ambulance level 12 and Infinite Run will be granted.

### Fire Away

While not doing a normal mission, get in a Fire Truck and press R3. There is a Fire Station on each island. Put out 20 fires on each island and a Flame-thrower will always appear at one of your three save points.



## ② METAL GEAR SOLID 2

If you haven't played MGS2, what are you waiting for? Get to it. Here are some tricks to keep you attentive.

### Animal Rights

If you shoot enough seagulls with any gun, they'll either crap on you or peck you.

### Headresses

1. After you beat the game once, start a new game. Then, select Tanker for the level. Get as many dog tags as possible on any of the level difficulties. If you get 30 or more, you will get the Bandana. It gives you infinite ammo.

2. Collect all the dog tags and you'll receive the Blue Wig. It gives you infinite air while swimming.

3. After beating the game with 150 dog tags, you receive the Orange Wig which gives you infinite grip.

### Another mode?

Beat the game once and the Extreme difficulty level will be unlocked.

### Riding on a conveyor with boxes

Take a cardboard box to Strut E: Parcel Room. Get in the box, and jump onto the conveyor belt, in the top right-hand corner of the room. You will be transported to a different area, based on the box you used. Try them all, and see where you go.

## ③ TONY HAWK'S PRO SKATER 3

### Beverly of unlockables

To unlock these people/cheats/places, you'll need to beat the game with each skater. Each time you beat it, another will be unlocked. Go to town.

1. Darth Maul

2. Wolverine

3. Warehouse Level

4. Officer Dick

5. Private Carrera

6. Burnside Level

7. Ollie, the Magic Bum

8. Kelly Slater

9. Roswell Level

10. Demoneess

11. Snowboard Mode

12. Always Special Mode

13. Perfect Rail Balance Mode

14. Super Stats Mode

### 15. Giant Mode

16. Slowmo Mode

17. Perfect Manual Balance Mode

18. Tiny Mode

19. Moon Physics Mode

20. Expert Mode

21. First Person Mode

### Pre-created maulers

Enter in the names of these characters (case sensitive) in the Name section while in Create-a-Skater. They will appear as a hidden character with some unique feature.

062287

Braineaters

Crashcart

DDT

Eastside

Frogman

Gorilla

Grass Patch

Mini Joel

Pimpin Frank

Rastapopolous

Skilzilla (or by entering Gi Skilz)

Stacey D

### Hidden combos

Lots of times you'll be doing a bevy of kick-flips and you'll hear the Hidden Combo sound. Basically, if you do the same move twice in a row, and quickly, you'll do a hidden combo. If you do back-to-back kick-flips, it'll be a double-kickflip. You can do triple kickflips, too. The same thing applies for impossibles and heelflips.

## ④ MADDEN NFL 2002

### Taking it to the NFL

### Cadence Counts

When you get to the line of scrimmage, you want to snap the ball, right? Might as well get on with it; it's a video game, right? Well, not in the case of Madden. Basically, if you keep snapping the ball at the same time, you're going to get creamed. The defense is going to pick up on your snap count and burn-rush you every single time. Basically, patiently call out a few "hut-hutts" by tapping Circle, then snap the ball at different times, using the play clock as a marker. It'll save you frustration, and it'll save your quarterback from getting severe headaches.

### Pointing Fingers

When you're on offense, rushing up to the line of scrimmage and snapping the ball is the easiest way to go four-and-out. Patience is the key. And there's a trick to get great blocking, too. After calling your play (the sooner, the better), you'll go to the line of scrimmage. If you wait, and there's enough time on the play clock, your center will start pointing to defensive players. He's basically calling out blocking assignments. If you snap the ball after that, you'll get insanely better pass protection and much better run blocking. It's a simple, subtle thing, but it makes

such a huge difference that the results will be staggering.

## ⑤ JAMES BOND 007: AGENT UNDER FIRE

### Gold and Platinum Medals

Here's how it works: We give you the medal, and the points you'll need to get it, then the reward. Simple enough.

### Level 1: Trouble In Paradise

Gold: 50,000, Golden Gun

Platinum: 50,000 + 007 Icons, MP Map - Rocket Manor

### Level 2: Precious Cargo

Gold: 50,000, Golden CH-6

Platinum: 50,000 + 007 icons, MP Game Mode—Golden Gun

### Level 3: Dangerous Pursuit

Gold: 70,000, Unlimited Missiles



Platinum: 70,000 + 007 Icons, MP Model—Stealth Bond

### Level 4: Bad Diplomacy

Gold: 70,000, Golden Accuracy

Platinum: 70,000 + 007 Icons, MP

Powerup—Grazing Boots

### Level 5: Cold Reception

Gold: 90,000, Golden Clip

Platinum: 90,000 + 007 Icons, MP Model - Guard

### Level 6: Night Of The Jackal

Gold: 90,000, Gold Grenades

Platinum: 90,000 + 007 Icons, MP

Weapon—Viper

### Level 7: Streets Of Bucharest

Gold: 100,000, Lotus Esprit

Platinum: 100,000 + 007 Icons, MP

Model—Alpine Guard

### Level 8: Fire & Water

Gold: 100,000, Rapid Fire

Platinum: 100,000 + 007 Icons, MP

Weapon—Calypso

### Level 9: Forbidden Depths

Gold: 110,000, Golden Armor

Platinum: 110,000 + 007 Icons, MP

Modifier—Full Arsenal

### Level 10: Poseidon

Gold: 120,000, Golden Bullets

Platinum: 120,000 + 007 Icons, MP

Model—Cyclops Oil Guard

### Level 11: Mediterranean Crisis

Gold: 130,000, Regenerative Armor

Platinum: 130,000 + 007 Icons, MP

Model—Poseidon Guard

### Level 12: Evil Summit

Gold: 130,000 Unlimited Ammo

## Legends of Wrestling

### Unlock the hidden wrestlers

Captain Lou Albano: Beat Career mode with a "Hated" legend.  
Jimmy Hart: Beat Career mode with a "Loved" legend.

Dory Funk: Beat Career mode with Terry Funk.

David Von Erich/Michael Von Erich: Beat Career Mode with Kevin Von Erich.

Fritz Von Erich: Beat Career Mode with Kerry Von Erich.

Sabu: Beat Career Mode with The Iron Sheik.

King Kong Bundy: Beat the Southeast Territory (Career).

Ivan Koloff: Beat Vs. Journey.

Mr. Fuji: Win Tag Belts in Journey.

Robert Gibson/Ricky Morton: Beat Tag Tournament.

### Hidden Arenas

To unlock the backlot, gymnasium, beach resort and casino arenas, simply beat the Career mode. Then you can wrestle in these arenas during Exhibition mode.

### The cheap way to unlock everyone

At the Main Menu press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Triangle, Square.



and you can pin him for a three count. Remember to mix in a fair share of chokeslams, as well (Up + L1 on a groggy opponent).

### One-on-one with the APA

To fight the APA follow this method:

1. Turn down the Tag-Team Shot.
2. Talk trash on the mic.
3. Go talk to Michael Cole.
4. Tell him you want to beat the hell out of the guy.
5. Do not go to the parking lot.
6. Go to the APA office (right-hand door as you go down the stairs)
7. Tell the APA to get off their ass and do some work.
8. The match should start in their office.

Here's a hint: Don't hang around in their office. Get to the ring so you can dive into the crowd and get a breather.

### Extra create-a-wrestler points

Use a created superstar and follow these steps to get 55 extra points.

1. Turn Vince down.
2. Talk trash.
3. Tell Michael Cole you want to kick his butt all over the arena.
4. Go to the parking lot for the match.
5. Win the match.

6. Show up onstage for the next superstar.

7. Win the next match.

8. Win the match at Wrestlemania.

## 7 NBA LIVE 2002

### Mo' money for your salary cap

Before starting a new franchise, go to "Roster Management." Release your highest-paid players to the Free Agent Pool. This works for every team. Start a new franchise, and go to the "Roster Management" screen. Select "Sign Free Agents" and you can now sign your high-priced players back to your team for the league minimum.

### Iverson's armband

To get the effect of Iverson's armband, select all armbands while creating a player. It will look like Iverson's armband/sleeve.

## 8 GRAN TURISMO 3

### Racing tips

#### Professional mode

First, choose Arcade mode, then highlight the Hard difficulty level. Hold L1+R1, and it will change to Professional.

#### Stay In Gear

When in Automatic Gear Shift mode, hold R2 and you will stay in the same gear. (This is useful if you don't want the automatic shifter to change gears up or down while turning.)

## 9 CRASH BANDICOOT: WRATH OF CORTEX

### Tundra fundra

After you have defeated the Boss in level four and earned the bazooka, return to level one, Arctic Antics. Shoot the three woolly mammoths to get extra lives.

## 10 JAK AND DAXTER: THE PRE-CURSOR LEGACY

### Alternate ending

Successfully complete the game after collecting at least 100 Power Cells.

### Faster credits

Once the names of the Naughty Dog staff have been shown and have disappeared off the screen, hold X or Circle. The credits will speed up and be completed in a few seconds.

## DVD EGGS

### Moulin Rouge Special Edition DVD

There are quite a few dazzling tricks on Baz Luhrmann's blindingly brilliant musical. Here are four we found to our liking:  
1. On Disc 2, access "The Cutting Room" feature. There will be a short list of items cut from the film and commentaries.

**Highlight Main Menu** and then push your

directional arrow Left to highlight a red windmill. The snippet is of "Your Song" sung by Mr. Sean Mcgregor, but the camera is on Nicole. For a moment she has a case of the giggles but they continue to film. Then Ewan and Nicole both

decide to lip-sync to Elton John's song karaoke style.

2. Also on Disc 2, go to the area titled "The Dance." There will be a list of the various dances from the movie. The first box says "A word from Baz." Highlight this box and then click Right. A silhouette of a fairy will appear. Clicking that will take you to a short behind-the-scenes clip of Baz explaining the motivation for "El Tango De Roxanne" to Jacek Koman and Caroline O'Connor.

3. Put in Disc 2 and click More. Put your pointer above the C in dance, and a red fairy should appear. Enjoy.  
4. On the second disc, click The Stars, then click Next to go through the video, click More, above John Leguizamo. Guess what? A red fairy appears.

### Planet of the Apes DVD

While watching this flick we realized we were watching a movie about apes. If you like it, this never occurred to you.

Regardless, on disc one, get to chapter 35. At approximately 1:25 minutes into the chapter when the statue of Thade is presented in full view, hit the play button again, and you will instantaneously be transported to a "making of" scene and decisions made about the statue. Informative.

### Scary Movie 2 DVD

This egg is as lame as this steaming road apple of a movie, but some of you suckers got the DVD for X-mas. So, go to the Bonus Materials section from the main menu. Once there, go to the deleted scenes. On the first menu of deleted scenes, scroll down to the arrow. Once the arrow is highlighted, press Left on the controller to highlight a cat. Press enter to hear the bird talk.

### Almost Famous Bootleg Cut DVD

On Disc 2, head to The Cast heading in the Special Features menu and click on Farzusa Balk's bin. Press Up to highlight the polaroid and hear some Crowe commentary before viewing a seven-minute scene featuring Kate Hudson and Patrick Fugit exchanging lines ad nauseum. Also, under the Audio menu, press Right while on the first commentary track to highlight the center of the record. It's a funny little moment between Fugit and Philip Seymour Hoffman.

Platinum: 130,000 + 007 Icons, MP Model—Carrier Guard



only have 10 minutes, but we believe in you. The best trick is to avoid weakening your opponent. Just go right at him with a running clothesline or a Tombstone (Down + Circle on a groggy opponent). Either will turn your opponent to mush,

## Max Payne

### Level Select

Play through the game until you pass the subway level. Then press the SELECT button to return to the main menu and press the following: Up, Down, Left, Right, Up, Left, Down, Circle.

### Eight Pain Killer Pills

Press Start to pause, then press L1, L2, R1, Triangle, Circle, X, Square

### All weapons and full ammunition

Pause the game and then press L1, L2, R1, R2, Triangle, Circle, X, Square.

### Infinite Ammo

Pause the game and press: L1, L2, R1, R2, Triangle, Square, X, Circle.

### Invincibility

Pause the game and then press L1, L2, R1, R2, Triangle, Circle, X, Square





# Tricks Forum

Welcome back to OPM's Tricks Forum. You have questions and tips and we have answers and quips. Enjoy.

## Back to pedestrian pedestrians

I recently tried out your Insane Pedestrians code to have a bit of fun, and after I was done, I saved. Then when I went back, I tried taking off the code, and couldn't, and it was preventing me from beating the game. So is there a way to turn those codes off? The others seem to turn off, but not those ones. Chris O.

**OPM's answer:** Chris, let us lay this down for you simply: Cheaters never win, and winners never cheat. Actually, that's rarely true in this section, but it applies this time. As far as we know, and we've done much digging, there's no reversal of this code. Which stinks in a very smelly way.

## Catching Cold

If Snake spends too long in the rain, he'll become sick. This is indicated by snake sneezing. Sneezing often risks alerting nearby guards who have a substantial hearing range (better than visual range). Rid his symptoms by using a Pentazemine.

*jobjabdnvania@aol.com*

**OPM's answer:** We think the thinking world is already well aware of this singleton fact, but in case any of the doits missed it, we figured we'd show this one last time.

## Dynasty Warriors 3

Can you please show me some hints for Dynasty Warriors 3?

Kirby

**OPM's answer:** With a name like Kirby, we cannot resist your request. Here are a few to keep you stabbing away at the locals:

1. If you have a saved game from Dynasty Warriors 2, DW3 will detect those characters and add them to your arsenal.

2. To get a real funny-like secret ending, follow these steps: A. Go to Options on the main menu. B. Go to Opening Edit. C. Highlight "Replay." D. Hold all four shoulder buttons and press X.

## You can't beat this price!

In GTA3, you can get a dented car as good as new. Take it to your hideout garage and park it, then walk out (making sure the garage door doesn't close). Next take out any weapon to damage the car. Start firing at the car until you see flames. Before the car blows up, walk out of the garage and let the door close before the car blows up. You will notice the car didn't blow up. Walk

back up to the garage, and your car will be fixed up and repaired.

Michael Hoseplan

*Dove\_Hunter@hotmail.com*

## Apu gets out "rage"ous



Start out by changing the date on your PlayStation 2 to 12/25/2001. Then, start a new game and you will have a new character and car (It's Apu dressed in a Santa suit, and a sedan painted red and green!). This car cannot be saved, so you have to change the date every time you play.

Eric Lewis

**OPM's answer:** Not a bad tip. But try these dates for even more Simpsons wackiness, like the picture above.

1/1/02, 11/22/01, 10/31/01

back up to the garage, and your car will be fixed up and repaired.

**OPM's answer:** Now talk to them, get your loot, save your game on a DIFFERENT space! Then RELOAD the previous save game (the one before you got your experience). BEFORE you talk to the people again hit ← start →, change players, import your character from your most current save (the one AFTER you talked to the people). If you're confused check the timing of the save games.

Now, talk to the people again. You

will receive more experience! Keep repeating until you level up or you just get tired of leveling up!

/neyguy.

## Payne-less

I need some help with Max Payne for the PlayStation 2. Can OPM find me some codes?

N/A/N/A

**OPM's answer:** With a name like that? You bet! But we put them two pages back, so flip over to the PS2 tricks to beat up on the baddies in Max's world.

## GTA3 Mission Pointers

Gangar Round Up (Telephone/Yardie mission on Staunton Island)

When you start this mission, it'll take everything off your screen but the pink dot to where the garage is. Which makes it a little more difficult, seeing as how you've got to come all the way back to

flip the next LTC rail in the opposite direction as the previous one, so you have kind of an S shape (repeat this process four or five times). After your fifth or sixth S-shaped rail, make another semi-circle out of three LTC rails, the same as before. Be sure to leave both ends open, so that while grinding, you will be thrown from the semi-circle rail back onto the S-shaped curved rail. While performing this trick, make sure to hold down the Triangle button. You can rack up way over a million points. My high score using this trick was over 350 million—without codes (you won't need 'em).

Curtis Crabtree

*hcaddrontier.net*

## THPS3 Differences

I got THPS3 on PS one for Christmas, and I noticed a few variations in the game from the PS2 version. When I got to Suburbia I saw that there was no "Help the thin man" and no haunted house. Also Canada is one of the fast levels. What is going on?

Bucky

**OPM's answer:** The PS one version just can't support the graphics and is a different game. Plus, it gives PS2 owners a reason to get back to their PS one roots.

# "My high score using this [THPS3] trick was over 350 million without codes!"

## Opening Baldr's Gate

Duplicate items, armor, weapons. In either one- or two-player mode, save your game, drop your weapon, change players, and import your same character from your last save game. Check your inventory. You will have the sword you just dropped, and another one of the same on the floor. You've just doubled your weapons. If you want to double everything, save your game, drop everything, import your character, and he/she will have everything in the inventory again, plus you can pick up everything you dropped earlier. So, if you had two swords when you saved, you will now have 4! By duplicating weapons and armor enough, you can then sell them and get the best of everything in the shop even before you start the sewers! Duplicate experience!

After you've completed certain tasks, you will receive experience when you explain yourself to those who asked you to do the task (for example, defeating the orb, and finding the medallion in the crypts, there are other areas to duplicate experience). First, BEFORE you talk to the people who give you experience

Staunton Island from Portland with the Diablo Stinger and the Mafia Sentinel without damaging them. Here's how I did it: I went ahead and got the Diablo Stinger and the Mafia Sentinel cars from Portland and brought them to my garage hideout in Staunton Island before I took the mission. I did it prior to picking up the telephone so I didn't have to worry about hurting the car and so the star for my hideout would still be on my map. This way you've only got to take them a block or so without hurting them. Easy. Then just pick up the Yakuza Stinger from Asuka's condo parking lot and take it to the garage.

Will Bailey

*sinister@houston.cc.com*

## Semi-circling THPS3

In THPS3, from the main menu go into the park editor. Once there, select rails: tow tight corner (LTC). Bear with me; this is hard to explain. Starting in a corner, make a semi-circle with three LTC rails. On one of the ends of your LTC semi-circle, attach an LTC rail so that it doesn't close off the semi-circle. Then



# IN A PERFECT WORLD...

Yeah, we all enjoy the PS2 with its great graphics, fine games and overall coolness. But very few of us actually possess the most ideal setup for our wonder system. We can all fantasize, though, right? If we could have it any way we wanted, this would be it.



Illustration: Wayne Vincent

**A** Flat/widescreen plasma TV mounted to bedroom wall

**B** Subwoofer under bed (for ass-rumblin')

**C** Digital cable/satellite receiver

**D** One of those pillows with the remote-control pocket on the side

**E** Logitech cordless controller

**F** PS2

**G** Craftmatic bed

**H** Surround-sound receiver with wireless speakers placed around bed

**I** A mini-fridge for snacks and sodas

**J** Some kind of nurse/helper to administer "bed baths" and bring food and drinks

**K** TiVo (for taping shows you miss while playing Final Fantasy X)

## Caption Contest

Every month, we select a screenshot from a featured game and ask you to come up with a funny caption for it. Triple Play 2002 is ripe for the witty text supplement this month. Send your incredibly hilarious entries to [omp@ziffdavis.com](mailto:omp@ziffdavis.com) with the subject of CAPTION CONTEST.



### WINNER!

"Sure she can wield a magical blue-flamed staff—but can she cook?"  
Stanley Fligner, [fligner@jps.net](mailto:fligner@jps.net)



### CAPTION THIS

Looks like a little mid-inning chat in progress. But what are they saying? Let us know now.

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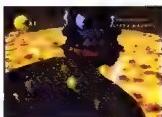


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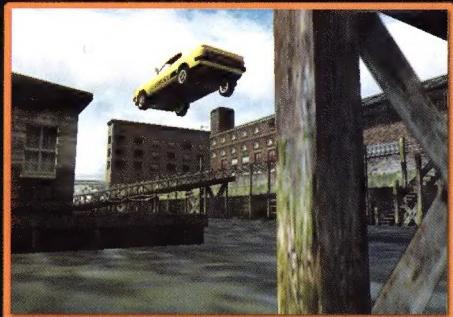
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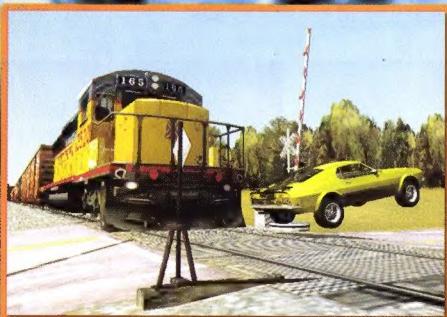
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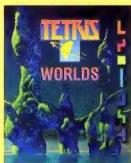
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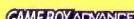
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